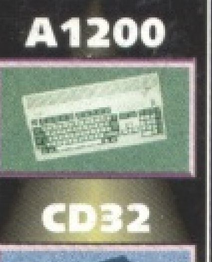
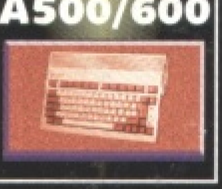




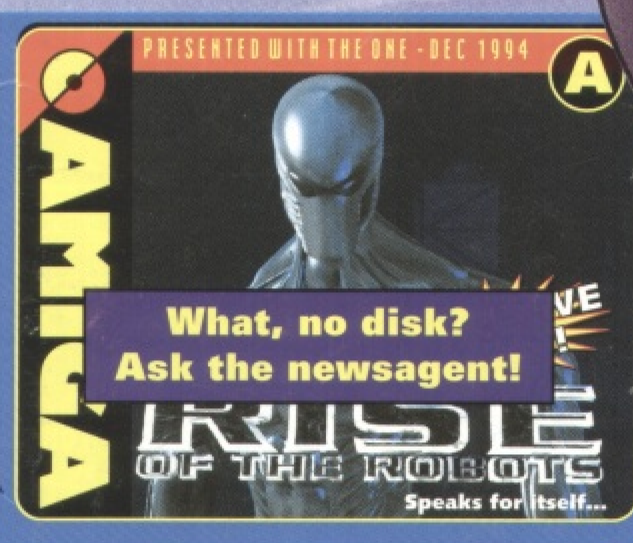


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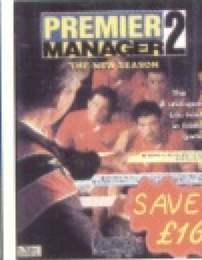
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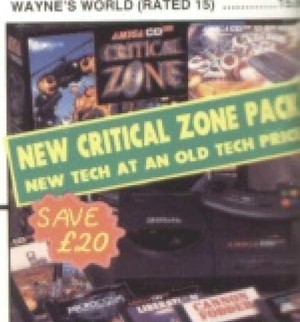
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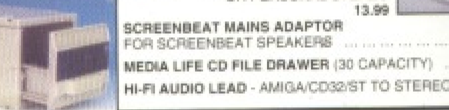
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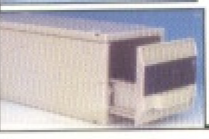
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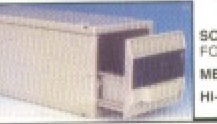
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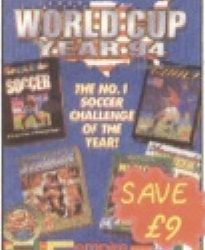


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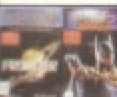


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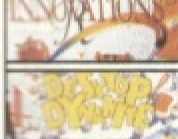
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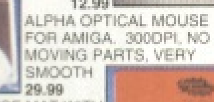
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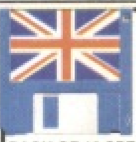
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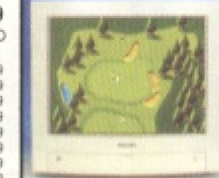
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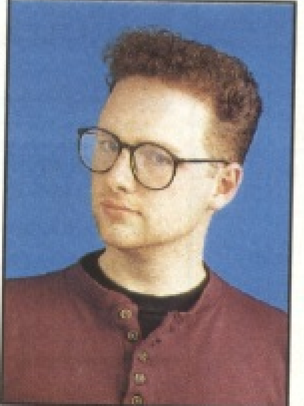
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Reading this on the bog, are you?

conte



Hello. The less observant among you might not notice a change this month; but if you grab a copy of the last issue of The One, and compare the photograph on the left, you'll see that it's not Simon any more. It's another balding, boggle-eyed slightly-paunchy gimp with a penchant for using the word 'pants'. Er, me. Andy's the name, Amiga's the game. You might remember me as dep ed. to Mr Byron. Now I'm 'acting' editor, which means that I've got to prove to my elders (see left) that I can 'cut it with the big boys', or something, before I can firmly press my trousers into the dark and fluffy recesses of the Editor's Chair. And with a Welshman in charge, who knows what will happen... But don't worry, The One will remain Britain's second least popular (and climbing) Amiga games magazine.

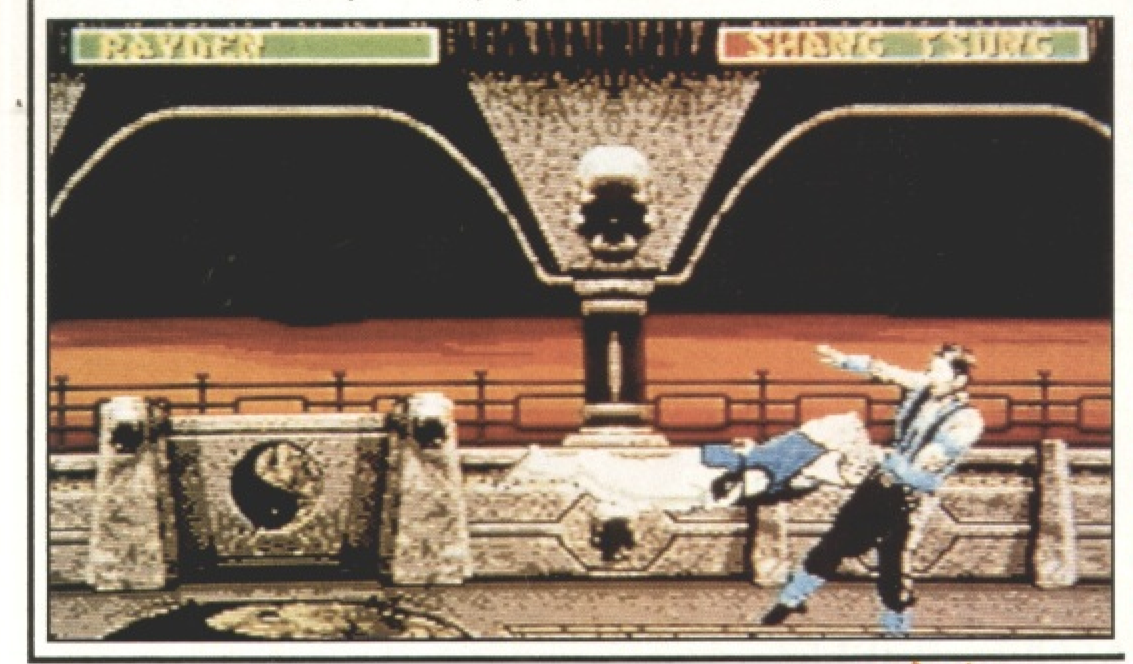
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acting editor.



nts

MORTAL KOMBAT 2....32

Acclaim's er, acclaimed sequel to the best ever beat-'em up (?) is just about here. So read the preview, play the cover demo and join in the blood fest!





86 CLASSIC TIPS

Not, as you may suppose, a box of 'Dr. Sponge's Original' cotton-buds ("... kind on your ossicles, tough on unwanted wax") but a brand new series featuring some old tips to some old games.

94 PD ZONE

This is a much better description. You'll find lots of PD games reviewed by Matt on these pages, and they will all have appeared in 1994.

92 COMPETITION

Win a UFO! With MicroProse. No really! It's big and sort of cigar shaped. It glows all orangey at one end and smoke pours out and everything, but all you can hear is a sort of faint hissing because the aliens use some amazingly advanced power source to travel between the stars. (Er, no Haz, that's me. It is a cigar. I'm smoking a cigar — Andy.).

96 RECOMMENDED

Forty of the best games ever. Described, rated and then squeezed into tiny, wee designery boxettes by Jo-jo. And very nice they look too, my dear.

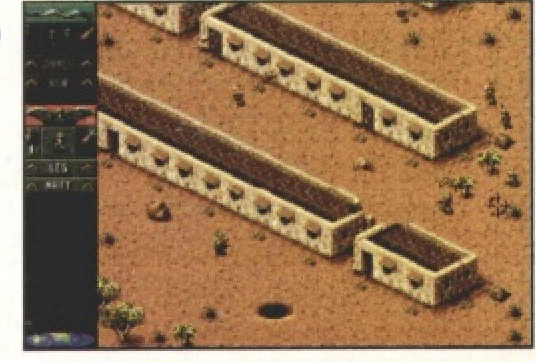
98 NEXT MONTH

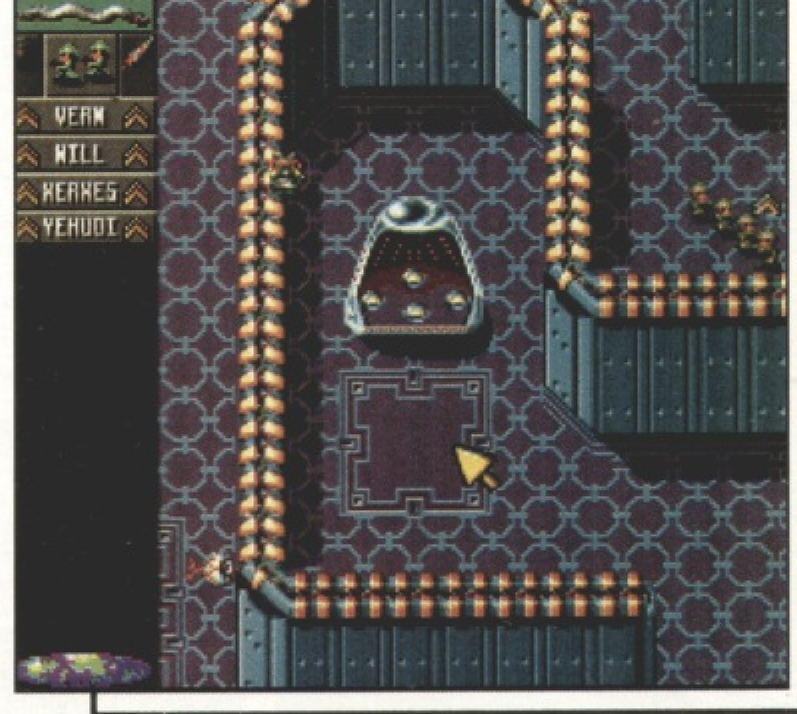
Who is? Mother Teresa? That old astronomer fella who is 'The Gamesmaster'? No it's where we try to avoid saying what will be in the mag next month. Why, because we don't have the foggiest idea that's why! Apparently lots of you hate this page. If it's any consolation, so do we.

GAMES FEATURED IN THIS ISSUE

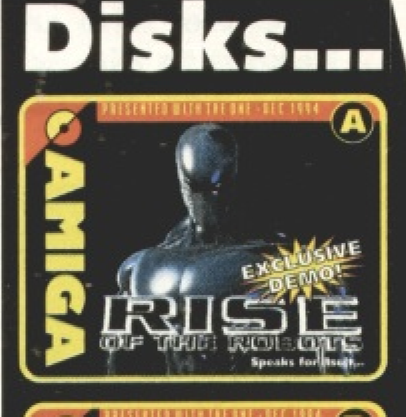
CANNON FODDER 2.... 40

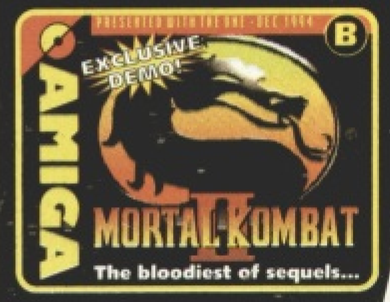
War. Or indeed, Kampf. Donner und blitzen, if those Sensible Sturmbeinführers haven't done it again mit the sequel to the only game which has done more than anything since crazy pop combo Kraftwerk to put the FUN back into the HUN. Only this time it's with aliens and bags of time travel. War!™ Ooh it's a lark.





Disks...







BOOT SECTOR

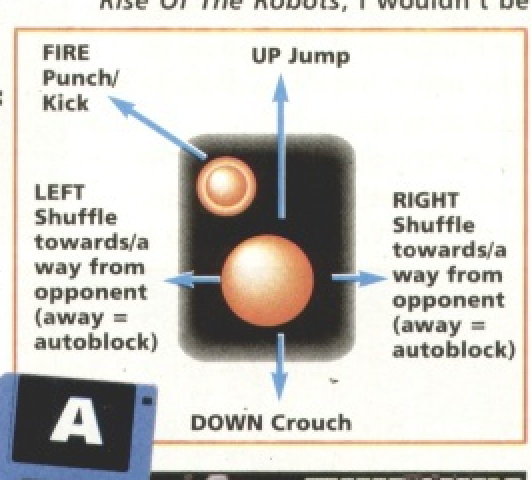
It's Cyborgs versus martial arts blokes, as two of the naughtiest beat-'em-ups meet face to face on the cover of Britain's beefiest Amiga mag. Play both of these blinding demos and discover which is best. Matt's paltry salary has been used to solder spikes to our metallic mateys, and the contents of Andy's piggy-bank have been sewn into the towely hem of Bruce Lee's gie. We, who are about to die, see poo-poo. In your pants.

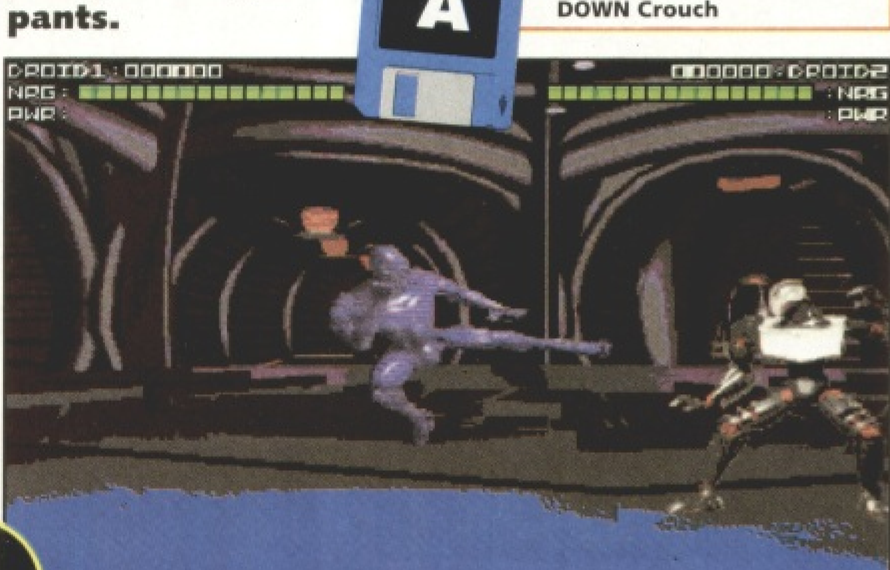
RISE OF THE ROBOTS

Mirage (Not A500 compatible)

Bosh! Bosh! Bocko! Yeah, that's right, the biggest, hardest robots ever have joined together to beat the hell out of you, and we've managed to persuade two of them to come on to our EXCLUSIVE! coverdisk for your august pleasures.

If I said that ED-209 out of *Robocop* papped his pants when he saw *Rise Of The Robots*, I wouldn't be





THE CYBORG

INFORMATION: The Electrocorp Cybernetic Organism model ECO 35-2 represents the ultimate development in full biped android. The Cyborg's chassis engineering and power system has endowed the ECO 35 with considerable strength, many times greater than that of the resident human CPU's original body. It has been observed that this feature tends to greatly increase the Cyborg's self-confidence and aggression potential, making it a formidable combatant, ideally suited to hand-to-hand combat.
STRENGTHS: Agility. Intelligence.
WEAKNESSES: Human CPU. Can suffer mental fatigue.



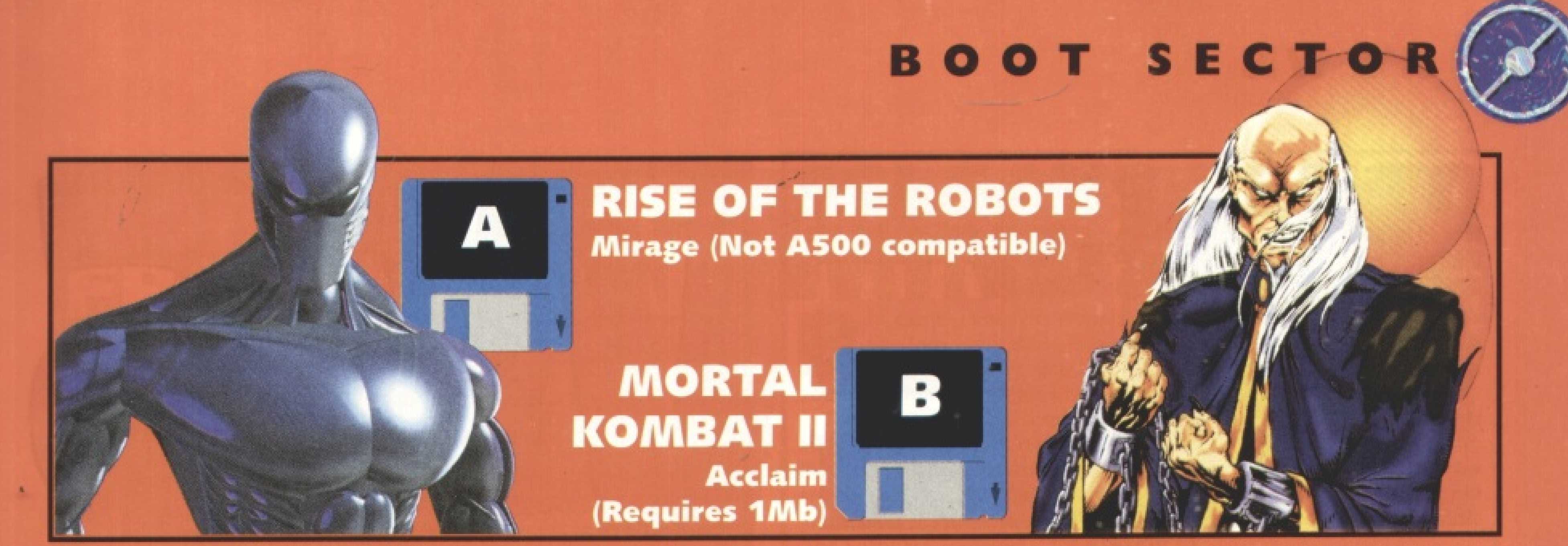
MOVES:
FIRE: Jab
FIRE AND UP: Flying kick (also towards and away)
FIRE AND DOWN: Low punch
FIRE AND AWAY: Kick
FIRE AND TOWARDS: Big punch
FIRE, DOWN AND TOWARDS: Low kick
DOWN AND AWAY: Crouch autoblock
SPECIAL MOVES:
DOWN, UP THEN FIRE: Turbo Head Butt
AWAY, TOWARDS THEN FIRE: Shoulder Barge

THE MILITARY DROID

INFORMATION: The Military Class Droid (Code Name: The Exterminator) has been designed specifically for combat and security applications. The Exterminator is Electrocorp's generic combat class robot, and has become the standard machine in all the planet's military organisations. The Exterminator has a titanium alloy skeletal chassis with laminated polymer mouldings protecting all important components. Extra armour is carried on the thorax to shield the CPU and central power supply.
STRENGTHS: Speed. Tactical intelligence. Heavy blow force.
WEAKNESSES: Vulnerable CPU housing. Vulnerable limb joints.



MOVES:
FIRE: Jab
FIRE AND UP: Uppercut
FIRE AND TOWARDS: High kick
FIRE AND AWAY: Spin kick
FIRE, DOWN AND AWAY: Low kick
FIRE AND DOWN: Low punch
DOWN AND AWAY: Crouch autoblock
SPECIAL MOVES:
DOWN, UP THEN FIRE: Cyber Slash
AWAY, TOWARDS THEN FIRE: Catapult Spin



lying (well actually I would, but let's pretend) so grab yourself a jolly chum, get two joysticks, and prepare for war.

Obviously, the cinematic animations in our demo are neither as smooth nor sexy as the CD32 version, but suck on this for a while and you'll know why we're getting all frothy about next month's review.

For our EXCLUSIVE! demo (did I mention that it was yet another brilliant exclusive from your favourite mag?) we've managed to get hold of both The Cyborg and The Military Droid for a head to head like never before. Grrrr!

The rules are quite simple, just make sure that you are victorious in two out of the three bouts within the set time limit, and YOU ARE A WINNER! As well as the many moves detailed below, you can also hit at varying degrees of power by holding down fire before executing each move. The power bar at the top of the screen next to your energy bar shows you just how hard your next connecting attack will be, while the amount of shrapnel flying across the screen gives a more visual clue!

Other than that, just sit back and enjoy. Have fun!

* Some Amiga 500 owners may experience problems when running the *Rise of the Robots* demo on their machine. Because of the quantity of graphics which need to be stored in memory, an Amiga model with at least 1Mb of Chip RAM, such as the A500+, A600 and A1200 will be required to run the demo. The One apologises for any inconvenience this may cause.

LOADING YOUR DISKS

1. Growling menacingly, rip (quite violently) the mega disks from the front cover.
2. Taking no nonsense from anyone who gets in your way, ram the disk of your choice right where the sun don't shine (ie the disk drive).
3. Follow any on-screen instructions, and get ready for the fight of your life
4. Take that! And that! Oof! Glumpf! Exclamation mark!.

MORTAL KOMBAT II

B

Acclaim (requires 1Mb)

Yes, *The One* has done it again! After *Sensi World of Soccer*, *Aladdin*, *Kid Chaos*, *Ruff 'n' Tumble*, *Putty Squad* — and lorry-loads more, we now bring you the sequel to one of the best beat-'em-ups ever: *Mortal Kombat II*. Exclusively! (Tootle, tootle, parp and with an amusingly strangled rasp to finish — that's enough blowing down our very own, highly polished, trumpet chaps — Harry.).

Set after the end of the original *Mortal Kombat* tournament, in which several of the contestants met with a bloody end, the sequel returns with a new tournament. The evil Shao Kahn, the supreme ruler of the Outworld, stands waiting for you; but before him are 12 warriors who you must destroy first.

Although in the final game you will be able to choose any of the 12 characters to play, in this demo version you play Liu Kang, a young fighter with all-round skills. Fighting an alter-ego of yourself, you can make use of Liu Kang's four Special Moves, which take practice to perfect but they're very effective.

The idea is to win two out of the three bouts with Liu Kang. The green bar on the top left shows your remaining energy — as the green disappears, your energy is sapped; and when it disappears, you collapse on the floor and start to bleed. If you win a bout, a tiny *Mortal Kombat* logo appears underneath the bar to record your victory.

If your opponent wins two bouts, the words 'Finish Him' will appear, and he will almost certainly perform a Fatality. Each character has at least one Fatality move, which finishes off your enemy with a blood-splattering flourish. If you win, you can also perform a Fatality move, but we're not telling you how to do it. We will say, though, that it takes a complicated selection of joystick manoeuvres; so get fighting and find it out!

Liu Kang

After winning back the Shaolin Tournament from Shang Tsung's clutches, Kang returns to his temples. He discovers his sacred home in ruins, his Shaolin brothers killed in a vicious battle with a horde of Outworld warriors. Now he travels into the dark realm to seek revenge.

Special Moves
Standing Fireball — Towards - Towards - Fire
Crouching Fireball — Down - Down - Fire
Flying Kick — Away - Towards - Fire
Bicycle Kick — Hold fire for 5 seconds



UP
Jump. With fire: Ooof!

AWAY
Retreat.
With fire:
Biff!

TOWARDS
Advance.
With fire:
Bang!

DOWN
Crouch. With fire: Bocko!

The Small Print Bit.

1. Whilst we here at *The One* make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.
2. *The One* and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

WHOOPS!

Due to the large number of duplicate disks made, the occasional one sits very still, doing very little. If you're unlucky enough to get one of these, please except our humble apologies, but PLEASE DON'T SEND THEM TO US! Instead, send then to this address with a SAE for 28p:
The One Coverdisk Returns,
Diskxpress, Unit 7,
Willow Court, Bourton Industrial Park, Bourton-On-The-Water,
Gloucestershire GL54 2HQ

Once you've done this, sing a happy song and wait until your replacement disk arrives. If you think that your problems can be solved down the phone, (no personal ones please) call the Diskxpress helpline on (0451) 810788 between 10am and 5pm on weekdays. That's the way I like it baby,

NEWS

WHAT IN THE WORLD OF AMIGA

The thumb-twiddling of the remaining Commodore team has stopped while preparations continue for the World Of Amiga show in December.

The event, which takes place at Wembley Exhibition Centre from December 9-11, will be the first Amiga-only show for over two years. And according to Commodore the response has been fantastic.

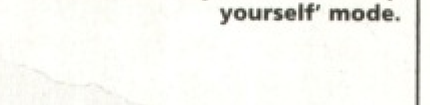
David Pleasance, Commodore UK's joint managing director, said: "Judging by the response from potential exhibitors and the ticket hotline, everyone welcomes the show's return." He added that two-thirds of the space has been sold.

Just like its forerunners the World Of Amiga will be a 'buying show'. Visitors will be able to take home software, peripherals and add-ons. However no one's quite sure if there will be any Amigas available by that time. Other attractions include Software City for games testing, a publishers' plaza at which to meet Amiga magazine editors, and the ACE Village for all the latest developments in multimedia and music.

To top it all Kiss FM will be broadcasting live its unique range of hits by contemporary beat combos.

Tickets cost £6 for adults, £4 for under 14s and £15 for a family of four. There's a hotline on 01369 7711 - callers qualify to win a TV or tickets to see a favourite band at Wembley.

* Commodore latest...Following last month's No News shocker, The One can exclusively reveal a Still No News sequel. The creditors are still making their minds up about who to give control of Commodore to. The Maidenhead team are still hoping it will be them. And David Pleasance (left) has gone on holiday.


David Pleasance... in 'open your wallets and say after me... help yourself' mode.



CD32 IN CRITICAL CONDITION

CD32... critical condition?

In the void left by Commodore, it has been up to so-called "third parties" to put products on the shelves. Step forward Silica, and its new CD32 pack Critical Zone.

The bundle continues the trend for Amiga packs which are filled to the brim with software. Critical Zone features seven titles, including the stonking *Cannon Fodder* and *Project X*. There's also the game which *The One* described as the best ever for CD32, namely Mindscape's *Liberation*, and Team 17's fearsome beat-em-up *Ultimate Body Blows*. The bundle is completed by those three faithful standbys *Microcosm*, *Oscar* and *Diggers*.

The pack is launched at a good time for Silica. As well as being upgradeable to full motion video the CD32 can now also be housed with an SX-1 module, which enables it to emulate an A1200 with keyboard and peripherals.

Ken Browning, Silica's sales controller, said: "Because the CD32 can now be upgraded, we expect to sell many Critical Zone packs to customers who are interested in programming and productivity in the future — a future that other consoles just can't offer."

Silica has just launched Critical Zone under the brand name Amitek. It is available from all the company's stores, and via mail order priced £249.

SENSIBLE ALMOST THERE

They think it's all over! — but er, it isn't yet...

Receiving a game for review is a joy at the best of times, but receiving the forthcoming football extravaganza *Sensible World of Soccer* was an indescribable experience. Suffice to say, though, a lot of pant-wetting went on.

However, the version we received had a couple of, we think, crucial elements missing. If a player gets red carded, for instance, he doesn't yet receive a suspension; while the injuries and much-vaunted 'physio' character have yet to be included. Jon Hare of Sensible promises that they will be in place for the 5th December release, but after a few days' extensive playtesting we decided to put the review back for a month.

So, you'll find the definitive review in The One's January issue, released on the 22nd December.

YOUR CHANCE TO BE STATO

Amiga footy fans beware — a floppy version of *Fantasy Football League* will be released at the end of November to ruin your Saturdays. No longer can you sit back and hope that your team won and Arsenal lost. Those were the days. Playing *Fantasy Football Manager* means looking out for the performances of a crew of your 11 chosen players. Players get three points for a goal, two for an assist and, if they are defenders, four for a clean sheet (or deducted points for goals conceded). It's hell! But here's a tip. Don't buy Arsenal defenders. It'll only make you want the bores of Highbury to win games without letting in goals. That's against human nature.

Fantasy Football Manager costs £29.99 and is published by Anco.



MORE INFINITY FROM VULCAN

Why do I look like a toilet with the lid closed?

Vulcan Software expects role players to be trembling in their hauberks at the prospect of *Valhalla: Before The War*. After five months in development, this prequel to *Valhalla And The Lord Of Infinity* is set to arrive in January. It comes on six floppy disks, and will feature a 1,000 word vocabulary and four "massive" levels.

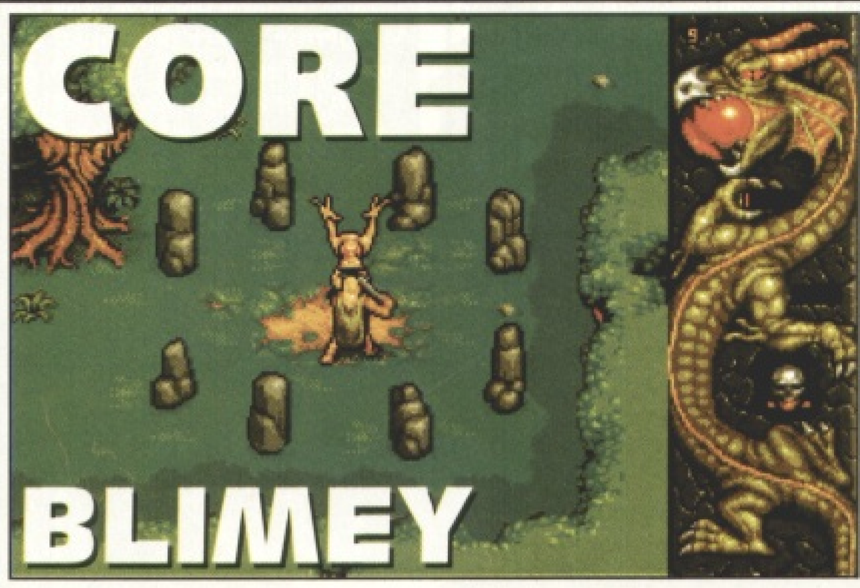
Vulcan had originally pegged the game as a two-level budget item, but changed its mind when it realised how well the project was coming along. As for the story, well it's vintage adventure codswallop. The hatred between The Lord Of Infinity and his brother Garamond The King of Valhalla (why not call him Colin?) is still boiling over. Needless to say you stoke the fires and murder a lot of people — but it's unclear exactly how many, if any, other characters will be in the game.

SSI SAYS YES TO MINDSCAPE

Big name games developers are being passed around these days like fags behind the bike sheds. The latest manoeuvrings led to US role-playing games and simulations specialist SSI being bought by Mindscape for £11.5 million.

The deal takes forthcoming titles like *Dark Sun* and *Panzer General* away from former UK distributor EA. Mindscape has also snapped up the French developer Atreid Concept in the same week. These certainly are eventful days for the Sussex-based publisher, which only got its old name back in October having been given the less-than-snappy handle 'The Software Toolworks' for a year or so.

CORE BLIMEY



US Gold's parent company CentreGold has snapped up Core Design — but the top UK development house is still looking towards Commodore itself to decide where to go next on the Amiga front.

The Derby-based company cost CentreGold over £5 million. It has a confirmed place in the Amiga hall of fame having produced hits like *Heimdall II*, *Darkstone* and *Banshee*. However, Core says it is waiting to see how things turn out in Maidenhead before it adds to this glorious roster.

Core's Richard Barclay said: "People usually buy software if they've bought a machine within the last year. If Commodore can sort its problems out we'll look again at our own plans."

The injection of cash from CentreGold certainly gives Core the scope to do some interesting things. For now let's look forward to the current Amiga line-up *Skeleton Krew*, at the end of November, next year's *Dragonstone*, and another as-yet-untitled adventure.

21ST CENTURY GETS ITS TILTS OUT

Here at *The One* we're proud of our abilities in the wrist department, which is why we're positively quaking at the news that *Pinball Illusions* will be arriving any day.

This will be the third installment in the superb Pinball series from 21st Century, so it has a lot to live up to. The first two games *Pinball Dreams* and *Pinball Fantasies* have sold nearly one million copies on Amiga and PC platforms worldwide

21st Century says Illusions will feature new tables including Extreme Sports (with obligatory bungee jumps), Law 'n' Justice (with cyborg cops) and — for the gentlemen — Babewatch. You can imagine. Among the new features is a thorny three-ball play.

The A1200 version should be out now (November 22) and the CD32 version follows on December 5. Both are priced £29.99.



They call him Flipper! Flipper! faster than lightnin'...

A POUND OF SHAREWARE PLEASE

Cornflakes. Butter. Half a pound of mushrooms. Some cheddar. A large white sliced. Shareware. Could these be the contents of the shopping basket of the future?

It could if Wholesale Public Domain gets its way. And sooner than you might think too. WPD is a long-standing shareware distributor in the UK — it claims to sell over half a million disks in nationwide every year. Now it's all set for a winter push which includes putting its products on supermarket shelves.

WPD's games and productivity software comes on the Amiga and other formats. The company handles product from companies like Epic Mega Games, Apogee, Software Creations and best of all Id, the makers of *Doom* (but not on the Amiga, of course. Or is it?). WPD boss David Rush said: "You can buy shareware in supermarkets in the US and there's no reason why that shouldn't happen here."



TARZAN TO GIVE VERDICT ON GAMES MARKET

You might not see too many of them in the arcades, but government civil servants are going to have a lot to say about games in the next few weeks.

From January to October 31 1994 the Monopolies and Mergers Commission (MMC) set about investigating the industry in full. The MMC had been instructed by the government to look into the way games are made and sold because of all the complaints it had received from unhappy parents, punters and even retailers.

After months of interviews the MMC handed its report to Michael Heseltine, and his colleagues at the Department of Trade and Industry. It's up to Tarzan to decide whether he thinks games makers are ripping everyone off.

No one is allowed to say what's in the report until Heseltine makes a public statement. But the word on the street is that the industry will basically get a "not guilty" verdict. The main focus of the investigation was always Sega and Nintendo and, let's face it, they're just not as invincible as they were a year or two ago. Machines like the CD32 have risen in competition with them.

NEWS IN SLACKS

● Production of Data Design's *Zonked!* (Reviewed in our November issue) has run into trouble because its two programmers are always plastered when they turn up for work. Contrary to rumours, their state has nothing to do with empty bottles of Thunderbird. No, both boys have broken their arms! However, Data Design still expects the project to arrive on schedule on December 2nd thanks to some determined one-handed logarithm input. Opening a bag of crisps could prove a little more tricky...

● No broken arms at Gametek as far as we know, but something has still prevented the eagerly awaited *Frontier: First Encounters* from shipping in November as planned. This third installment in the *Elite* series was to be Gametek's shot at the Christmas premiership title. Alas, we'll all have to wait until February for the massive space-sim to hit the shelves on CD32 and floppy formats. The problem is apparently a rethink over the game's design...

● Fancy yourself as an arcade icon? Let Nazrac The Eliminator be the judge. The mysterious Nazrac is "sponsoring" a 'Galactic tour', taking in eight US cities and London, to find a champion of the *T-MEK* arcade machine — which you can see in London's Trocadero on December 2nd, 3rd and 4th. *T-MEK*'s maker, the giant Time Warner, describes the machine as "the next generation of interactive entertainment". There's a lot of that about...

● Trouble is brewing over Kompart's highly-rated footy game *Football Glory*. Sensible Software, maker of *Sensible Soccer*, has accused Kompart of producing a lookalike game. Sensible's Jon Hare said "it's trying to trade on our success. We've got a problem with it." A week later Kompart's Duncan Lothian wrote to the games business bible CTW to defend his game. He said the fuss was proof that "*Football Glory* is frightening the opposition." Could be an exciting second half, Brian...

CRYO'S COMMANDER FOR AMIGA?

The aim of *Commander Blood* is no less than travelling back to the Big Bang itself. No, that's not the 1987 Stock Exchange version. Nor is it the Swedish film of 1974 with the dodgy saxophone music. No, *Commander Blood* wants answers only Steven Hawking's version of the Big B can give.

The game starts with cosmic tycoon Bob Morlock seeking answers to life. He sends the Commander (that's you) through a manufactured black hole to get them. There are five universes to cross and an intelligent computer to help you do it.

This game, from crack US developer Cryo, is set for a PC CD-ROM launch by Mindscape in December. But (and this is the relevant bit) there are rumours of an Amiga version on its way. Watch this space.

GAMES CHART TOP TEN



1. (1) **Theme Park** (EA)
2. (1) **UFO** (MicroProse)
3. (2) **Super Stardust** (Team 17)
4. (—) **Club Football** (Software Business)
5. (—) **On The Ball** (Daze)
6. (5) **Guardian** (Acid)
7. (4) **Skidmarks** (Acid)
8. (7) **Beneath a Steel Sky** (Virgin)
9. (6) **Kick Off 3** (Anco)
10. (8) **Arcade Pool** (Team 17)

MICROPROSE RELEASES SUB STANDARD GAME

Where can you find missiles, whales and gorgeous texture mapping? Easy. In MicroProse's latest underwater blast-em-up *Sub War 2050*. For the underwater enthusiasts among you *Sub War 2050* promises a rare treat. There are four campaigns to complete, with seven to 12 missions in each. Strategies differ from straightforward sabotage to information gathering and rescue missions. Blow up the hull and watch those whales escape!

Your progress through the game is linear, so you can't play level six without completing five. You can, however, swap between campaigns. MicroProse, which developed the game in-house, describes the game as "beautiful to look at". Hurrah, then.

Sub War 2050 dives on to the Amiga scene on November 25th, priced £34.99 on the A1200 and CD32.

* Rather less exciting is the news that MicroProse's enormously successful god game *Colonization* won't arrive on Amiga until next summer. Programming work on converting the Sid Meier special can't begin until Christmas. Poo.

Whales eh...what a crap place to live.

KRISALIS AMONG THE LEGENDS

Zelda-loving Amiga fans will descend upon the feast that is Krisalis's *Legend,* and fill their boots. This role-playing game borrows some elements from the Nintendo classic — but don't pounce just yet, it's not due until next Easter. Rotherham-based Krisalis has designed a 3D adventure game which it hopes will be timeless. In more ways than one. The basic premise is very neat indeed. The world is a mere alien experiment, and the aliens are bored because of the peace which has broken out there. So, to shake things up a bit, they send gadgets and weapons back in time.

The player assembles his own DIY time machine, and sends his soul back to inhabit earthlings in history. Then it's a test of nerves and brains to locate the missing kit, tool up and fight the aliens in the last level.

The four quests take place in Ancient Egypt, Ancient China, Arthurian Britain and among American Indians in the Wild West. Don't worry too much about your history though: Krisalis hasn't. Legend is a pretty light-hearted affair. The Round Table in the Authurian zone is a giant dartboard — and the fella standing by it looks suspiciously like Jim Bowen. Great, smashing, super.



PREMIER MANAGER 3
This game is not a matter of life & death...
...it's much more important than that...
Premier Manager 3 is the definitive football management game, and the climax to the most successful management simulation series in football history.
A whole range of exciting new features have been added to the immensely popular Premier Manager interface, which now includes:
● The European transfer market. ● New match display feature and user definable tactics. ● All the latest up-to-date squad listings. ● All the key European and English competitions. ● Three modes of in-match animation to help in game decision making. ● New 'Player Loan' facility. ● Assistant manager appointment. ● Direct instructions to squad members. ● Up to four independent scouts. ● Squad strengthening loans. ● Full graphic ground improvements. ● Comprehensive match reports. ● Detailed results and player/manager information service. ● Manager of the month award. ● Mid-season dismissal.
PREMIER MULTI-EDIT SYSTEM
Premier Manager 3 is the only game exclusively compatible with the new Premier Multi-Edit System™ the complete information editor AVAILABLE SOON
"You'll never need another management game...ever!"
Please send me my FREE Premier Multi-Edit System™ information pack.
Name:
Address:
Postcode:
Send this coupon to:- Premier Multi-Edit System™
Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England.
Available on: ● Amiga 1200, 500/600 ● PC 3.5" disk ● PC CD-ROM
Premier Manager 3 ©1994 Gremlin Interactive Ltd.
All rights reserved. Gremlin Interactive Limited,
Carver House, 2-4 Carver Street, Sheffield S1 4FS, England.
Tel: (0114) 275 3423.
Gremlin



Letters

Letters are great aren't they. We get quite excited every day when Pat draws up outside Emap Towers in his little red van. Sadly most of our mail usually turns out to be worthless PR garbage or entries for the ever-popular Recommended Compo. We have therefore decided to hold Pat and Jess hostage until we get some proper letters. Write to: Letters, The One, 30-32 Farringdon Lane, London EC1R 3AU, if you want to see them alive again.

WOT A DEMO

Dear *The One*,

You and the posse have done it again, only this time you have done it even better — WOT A DEMO — unbelievable, fan-bloody-tastic. My hat goes off to you.

A long time ago I announced myself as The King of Sensible Soccer, I am a veritable god of the game, unbeaten in countless leagues and cups. While you mere mortals play your Sensi with your choice of controller I am elevated on a golden cloud, looking down upon you all as I strike with the force of and the intensity of the Armageddon. I am earth, wind and fire (Fantasy? — Andy.): my men move swiftly like the wind; they shoot with the explosive force of fire and the earth is my defence — solid.

The Fancy League; wow it was tough, damn tough, it took me two or three attempts to win it. Gotham Park are lethal and The Scarecrow — a member of the sub-human elite if ever there was one. He should be eliminated from all games — he's too cool.

I was wondering if there is ever a *Sensible Soccer* tournament held anywhere — it would be a great idea, a winner, and I know quite a few folks who would be willing to turn up and they would all be praying they don't come up against me — even when I'm not on form. Yours Sincerely

A reader and a fan,
The King of Sensi Soc!

PS. By the way, I saw Simon on *Gamesmaster* with Dom the Demonic host — doesn't he look possessed? Nice guy, though. But back to Simon — isn't it a real downer when you cock-up your lines in front of millions. Just wanted you to know — WE ARE WATCHING!! Keep up the well above average work. Ta Ta.

Thanks for the compliments fella, but my, you are a bit of a big-head aren't you. 'Earth, wind and fire' my bottom. I suspect that you only play against the computer or girls, or old people like Our Hazza who are useless at games. By the way, who is this 'Simon' you keep on about? I'm afraid we don't know anyone by that name here. We've asked around the office, but everyone just says: 'Simon who??' Now, there is some boggle-eyed git on Gamesmaster *who looks like Andy's smaller, more balderer twin brother — you know, the one they keep overdubbing because he's completely crap. Do you perchance mean him?*

WHAT IS VIRGIN PLAYING AT?

Dear *The One*,

I felt that I must write and tell you, and warn other people about Virgin Software. After playing your excellent demo of *Beneath a Steel Sky*, I rushed out with my £30 and bought the game on the day of release.

I played the game intently, eyes glazed over, amazed by the gorgeous graphics. I was Foster, trying to escape... then the screen flashes and the next thing I know is I'm looking at a software guru meditation message.

Still undeterred, I sent my disks to Virgin and waited for new disks to pop through my letter box... and waited, and waited. In fact I have now been waiting for over two months.

What I want to know is, what the hell is Virgin playing at? After spending £30 quid on the game all I want to do is play the bloody thing!

I recently sent a game back to Team 17 and had it back within a week. So why should it take Virgin over two months to put two disks in an envelope and send them to me? I long for the day when I can once again become Robert Foster and continue my quest to escape. Yours sincerely

Chris Hill
Norwich

Hmmm, Chris, sounds like you've got a bit of a bum-deal there matey. Hang on a sec while I give Virgin a ring on your behalf and see what pathetic excuse they come up with. Back in a jiffy...

Right, phoned them. A nice man (called, believe it or not, Mr Mann) pointed out that while it's Virgin's policy to return all faulty disks within 28 days, normally they're all sent out within seven to ten days. So there's obviously some exceptional problem in your case.

Anyway, your name and address are now in his hands (literally), and he's chasing up your reply as we write. If you haven't had your disks by the time you read this, call him on 081 960 2255.

CATTLE'S BUSINESS

Dear Mr. Nuttall,

I am the programmer of *Charlie J Cool*, which was reviewed in the November issue. I am writing to complain about some of the points raised in the review. Firstly a couple of small points: in the information box giving details such as price and release date, you said the game was developed in-house and required one megabyte of memory. The game was actually produced by a freelance team and will run on half meg machines. I'm not nit-picking here, just pointing out your inability to get even simple details correct.

Secondly, you said an A1200 version was on the cards, with better graphics and nothing more. The A1200 version actually has better graphics, more parallax and more animation. You should have known this as the screenshots you used were from the A1200 version.

Next point — you didn't seem to understand the reason behind the good/evil idea, saying that there was no point to it. Well, if you'd bothered to read the manual you would know that there are two bonus levels, which can be reached by completing the game. Your rating (good/evil/average) will determine which bonus level you play. Also, there are three end-of-game sequences, the one you get to see is also dependent on your rating. The reason for this is obvious — it gives you an incentive for completing the game more than once.

Next point — you say there are areas on the game where you can get stuck, and quite simply, this is [Snip! Er, cattle's business — Andy.]. There is only one place on the game where you can get stuck; it's on the first level near the end, you fall down a hole and can't jump high enough to escape. That's why there's a 'super-jump' icon which you have to collect. Then, when you fall down the hole (as opposed to jumping over it, which is what a normal person would do), you can use the super-jump icon to get out. To make it easier for people like you (ie thick people) the super-jump icon can be found just before the hole, if you choose to go ahead and avoid it and then fall down the hole, then it's your stupidity which is to blame, not the game. Apart from this, there is nowhere else in the game that you can get stuck, and just so that you know for next time — the word 'several' actually means more than one.

Next point — at the end of the review you said that recent games had succeeded on decent graphics OR good gameplay. Are you suggesting that a game which only has good graphics can succeed? If so, you clearly have no place reviewing games, as most people don't like games which only have good graphics and nothing else.

As a games programmer, I'm not afraid of criticism as long as it's constructive. You quite clearly had no idea of what the game was about: if you'd read the manual, you'd have known more about the game and been able to write a fair review, and I don't think that's too much to ask. Even if you didn't like the game, it's your job to present a clear picture to your readers. Don't just give then your opinion, why not mention some



of the game's good points as well, such as the 28 large levels, the 50hz full screen parallax scrolling, the secret rooms, the puzzles etc? Still, I guess that's too much to ask from someone who only spends 10 minutes playing a game.

Neil Cousins
Somewhere.

You utter git, Neil. Not only do you program a game which is only marginally better than Bubble Gun (reviewed the same issue), but you have the audacity to slag us off for panning it! I'm not going to reply to all of your accusations, because that would take up the whole of the mag, but here are a few choice answers.

"The screenshots... were from the A1200." The publishers told us that it was the A500 version, and who are we to doubt them. Especially when it looks like an A500 game anyway.

"You didn't understand... the good/evil idea." Yes, Neil, I did. I just didn't think it was a very good one.

"There is only one place you can get stuck..." Yes, hands up for this one. But still, any place where it's possible to get stuck, requiring a swift return to the start of the level, is a bad idea — especially near the beginning of the game. And I did pick up the 'Super Jump' icon, but it ran out before I could jump back out of the hole.

"...games had succeeded on decent graphics or good gameplay." Yes. Exactly that. But by 'succeed' I mean sell in large quantities, rather than achieve stupendous reviews. To wit: Microcosm. *For one.*

"Why not mention some of the game's good points...?" Because I didn't think any of them were 'good' enough to warrant a mention. 28 large levels? Who cares, if they're all the blinkin' same?

I don't want to pick a fight, Neil, but if you're going to pen an offensive letter in reply to what I consider to be a perfectly fair review, then how can you possibly consider yourself "not afraid of criticism"?

PANTS

Dear *The One*,

Yo. So you submit to the inevitable! Aha, tremble, for once more I return in a phoenix-y kinda way. Oh I give up, look it's me, okay? I've had enough of all of this 'Dark Overlord of the Zth dimension returning from the dead' lark, I just want to get back to my old job of annoying everyone and becoming chums with all the software bods. And what happened to the lettuce I sent you? Never mind. And Pants? Allow me to explain briefly (ha, ha). Pants are not, as you imply, a childish or rude thing to say. If you took note of 'yoof culture' you would find that anything excellent is now referred to as being 'pants'. So, for example Matt is a 'pants' sort of bloke or *The One* is a pants mag. Anyway, I suggest an entire issue devoted to lingerie and underwear. You could do features on characters' underwear habits. Is Zool a Y or a Boxer Ninja? Does Zooz use one of those Wonderbras? James Pond's Top 10 Thongs, Johnson and Stones (What? — Andy.) mega tips for acid-proof undies, that sort of thing. Hours of fun for everyone.

Ludwig Ledbury,
Southampton.

Well Ludwig, this is your last chance. Your letters are becoming increasingly desperate, aren't they? Aside from the completely unintentional pun (underwear and habits) this latest is not in the least bit funny. At all. Two further things. 1). I don't think you can teach the inventors of The Combustion Pantometer anything about 'Pants'. We were wearing them before you were born, matey. 2). We did receive the pooey Chinese-leaf you posted to us and it went 'plop' straight into the bin. We are very sophisticated and only like Radiccio, and Harry will only touch Herb Rocket. Lastly Ludwig, please get a life or a girlfriend or something else, and stop writing these sad letters. Everyone knows we only use them to fill up space. What the hell are you doing in Southampton General Hospital anyway? I bet you're the sad git in the morgue.

UNDER HAND

Dear *The One*,

This letter is nice and short. Don't you think it would fill up that leftover space well?

Ben Riley,
Maddington
West Australia.

Thanks ever so, Ben, your letter was very useful. It was not, unfortunately, quite as useful as this reply, which we are confident, will use up several (and that's more than one) extra lines. Nice try, though. What's the weather like 'down under' by the way 'cobber'?



As is traditional with our Git of the Month, we have reproduced the 'winning' letter exactly as we received it, typographical errors, grammatical mistakes, dodgy spelling and all.

A SERVING POLICE OFFICER

Dear *The One*,

A few points: 1) I like Bjork. She's groovy. 2.) Your *Cyberwar* WiP last issue (September). LV426 is the name of the planet colonised by the Weyland Yutani company in *Aliens*, which was where the Nostromo crew first discovered the alien in er, *Alien*. Not as you stated, the number of the Nostromo. Of course. Close guys, but no cigar.

3). Matt Broughton. Your review of *The Clue* last issue disappointed me sonny boy. Perhaps you were trying to be 'wickedly humorous', but I doubt it. I am a serving police officer. Every day I have to deal with families whose homes have been burgled, whose possessions and priceless mementoes have been stolen, whose property has been damaged and destroyed by the juvenile thugs roaming around today. Nothing like a bit of encouragement for these idiots is there Matt? But, hey!! Everybody loves to steal! Kleptomania is okay! Crime pays! And Matt's way is the way of the Magpie! I hope your car is stolen and torched the day after your insurance runs out you stupid, ignorant, bloody boy.

4). Oh, yes. This 'Johnny Pig' phrase in the same review. I would love to meet you face-to-face one day and 'suitably advise' you for 10 minutes or so about your attitude, then send you on your way with a damp patch in your Calvins.

5). Mr Attrill was 'quite, quite outraged' by the game was he? Good,on yer Harry! You can join my miserable old git club any day.

5). Matt Broughton likes Bjork. That's one thing he has going for him, then.

MG Thomas
Caerphilly.

Matt Replies:

'How do you start answering a letter like that? Magazines have always received petty complaints, and always will, but I don't think I've ever seen such an aggressive, nay, pathetic one as this. I think I'll take it point by point... 1). Yes, Bjork is very groovy! 2). You sad, sad, lonely arse. How many nights do you spend, I wonder, sitting on your own in your sad little world, watching the same videos over and over, making trivial notes in your little policeman's book in the hope that if you ever have any friends, you can chat casually about films and 'really impress' them down the chess club. 3). Okay MG, let's take this slowly. I also know people who have been burgled, had personal possessions taken, and generally had their lives screwed up. Unfortunately, my job here is to try and find gags within every subject, however painful they may be in real life (we are, after all, dealing in the fantasy world of computer games).

I'm amazed that you were so shocked and affected by my comments about The Clue, but remain untouched by what I've said in the past on how much fun killing is in wargames, how good it is to pull someone's arms off in a beat-'em-up, how good it is to burn down villages in God-sims, and... well I could go on forever. I don't mind you being a Points Of View*-esque outraged person, but at least be consistent. If someone has the mentality to go about breaking into banks and museums I think they're likely to do that whatever I say.*

I find it hard to believe that by reading my review, ordinary members of the public will be converted into major criminals. As for your wishes for my car to be stolen and torched, well, what can I say, it just shows the way your brain obviously works. How very adult of you. 4). Ah yes, this really tops it all doesn't it. Here's me 'encouraging kids to steal', and here's you, a serving police officer, encouraging kids that the best way to deal with a joke-making writer whose work you don't enjoy, is to meet him face-to-face and make him wet himself. I'll let Mr Attrill answer your kind offer himself, but I'd like to say that after reading your scare-mongering, threatening letter I was tempted to call the police, but it seemed a bit pointless. Funny that, eh?

And old Haz can't help noticing:

'In my experience, when confronted with the criticism or dissent of anyone or anything, the initial response of all too many of our 'wonderful boys in blue' seems to be to kick the living crap out of it until it comes round to your point of view. It is depressing to have a 'serving police officer' confirm my generally low opinion of the sort of thugs which the Force seems inevitably to attract, and which (minority?) makes the job of (the majority?) of decent policemen and women that much harder. i agree that Matt is ignorant, but my solution (radical ,I know) is to encourage him to read some books (no easy task), or a decent newspaper, rather than 'suitably advise' him in the face, however tempting that option undoubtedly is. I will therefore not be joining your 'Old Gits Club' Mr Plod, unless you promise not to beat me up when I disagree with you. And there must be no 'funny handshakes'. Ever.



SIMON'S GONE

Dear Andy,
Simon's gone. Any jobs going?
Yours faithfully,

Neil Wassal,
Peacehaven.

No. Simon who?

I HATE PESSIMISTS

Dear *The One*

You're so lazy and never do any work. One of you is always off on holiday, and you had to raise the price of the magazine to accommodate your expenses. Matt can't be bothered to do his job so he bribes readers to do it for him. Anyone who's been watching a programme by the name of *Gamesmaster* will have noticed that Simon always says the second bloke won't make it. I hate pessimists.

Why don't you spend more pages on reviews and tips instead of all the crap there is at the moment? Speaking of which, why don't you do some solutions on older games like the ones on budget? You should go back to £3.75 or raise it to about to £4.10 or £4.20 and have three disks. Try putting more ads in to lower the price a bit. People always go on about the price of games, what about the price of mags!

Your compo in last weeks mag 'win some Crap' was @*!? since Monster Munch have two, three or four fingers. *The Settlers* code was the code to level 30, none of the *Cannon Fodder* cheats worked, and as for *Wing Commander*, I still can't even dock. How about a list of the compo winners, or doesn't anyone ever win! The next month page was garbage. Don't try it again. As for *Jungle Strike*, I thought you said it wasn't coming out at all on the Amiga.

That's all for now, I've got better things to do than write to you sods.

Luke Foster
Seaford.

You're right, Luke. You've got us bang to rights. We're all lazy, and we never do any work. The magazine fairy leaves an issue under Harry's pillow every month, and we just add all our names in and claim it as our own. Thanks for pointing out the facts about Matt's work facade, we've had words and I think you'll find next month's Games Surgery to be filled with tips about growing beards, wearing amusing pants and poncing about on stage.

Your comments on budget game tips were good, but if you turn to page 86 of this very issue I think you'll find that we'd already thought of it. First.

If we were to have three disks on each issue, we'd have to raise the price to £4.95, so that's probably not such a good idea. (Does anybody else have an opinion on this? Write to the usual address.) More ads means fewer editorial pages, so that's a crap idea too.

Monster Munch don't actually have fingers, just moulded pieces of mulched maize. Sorry. As for your tip-related complaints, you're obviously just poo at games. Even my mum can dock in Wing Commander.

And yes, people do win the competitions; but we don't print the winners because we don't have enough space. Instead we utilise our pages to the full, printing letters like your well-written piece of prose.

NOT IMPRESSED

Dear *The One*

I have bought *The One* for some considerable time, as in my opinion it is the best Amiga mag on the market, both in content and coverdisks.

However on receiving the November issue I was dismayed to see the article on page 34 entitled 'Pucking Hell'. I am not impressed by the fact that if you change one letter you get a totally different exclamation.

I have no personal axe to grind with bad language, I am an HGV driver and as you can imagine in the course of a day, I can use and receive some colourful language.

My main concern is that of a parent. I have two sons under 10 who are both eager every month to read your magazine, and I feel that this sort of innuendo should not be published in a magazine that is aimed at the younger reader. And therefore if articles like this are to be repeated then I must consider not buying your magazine in future.

C. Cavey
Southport

Ooof! Well, that told us, didn't it. Now that I've picked myself up off the floor, Mr Cavey, let's see if I can't address some of the serious issues which your letter raises. Because, as you are obviously a man of some sensitivity, (despite your profession, which as you point out is all too often cruelly lampooned as being the preserve of foul-mouthed neanderthals) I think we will be able to communicate. Hey, I can identify with that. People think journalists are all muck-rakers out to ruin ordinary peoples lives. It's not fair is it? What I'm trying to say is, I know where you're coming from 'C', if I may call you C, and the thing is, you're a bit of a thicky aren't you?

If I were you, I'd be more concerned about your two lovely 10 year olds picking up some of the atrocious spelling and outlandish grammar which in your letter. Also, I think you should get someone else to tell them about punctuation — as you have obviously forgotten how it works. I don't want to worry you, but I couldn't help noticing that you had written your letter entirely in capitals. Is this normal for someone your age? Sorry 'C', that's just my bit of fun, I was only 'm'ucking about, I don't want you to think that I'm 'd'ucking your main point. In fact I'd been sitting here 's'ucking my pencil, wracking my brains for about half-an-hour, and it was only while I was 't'ucking into my lunch that it came to me. Is 'Pucking Hell' the only piece of innuendo you could find? I promise you there was lots more. But then, perhaps you can't read properly either?



Questions...

Our latest addition to the mag, Questions, has proved to be the most popular thing since, ooh, Recommended. If you have a request for information on all things gamey and Amiga-ey, send them in to: Questions, The One, 30-32 Farringdon Lane, London EC1R 3AU. In the meantime, here's a bunch of your most pertinent posers...

THIRD TIME LUCKY?

Dear *The One*

I have sent two letters to magazines in my life, and neither of them has been published. So please print this one in your excelent mag. Here are some questions:

1). When I had a C64 (don't laugh) I had a game called *Law of the West*. Is it out on the Amiga?

2). In an old Amiga mag I saw two game reviews — *Harley Davidson, The Road to Sturges* and *Colorado*. Are they still out, because I can't get them anywhere?

3). What is 3000 x 74?

4). Is there an A1200 version of *Moonstone*?

Ronnie Raygun (Eaton)
Plymouth.

PS. Please entitle this letter 'Bob Monkhouse is not a penguin'.

1). Er, never heard of it.

2). You might try Computer Exchange in Notting Hill. Phone them on 0171 243 1863.

3). It's a multiplicative function.

4). Sadly, no. If you just require a version which will work on the A1200, contact Mindscape on 0444 246333, and they'll sort you out.

GET HIS HAIR CUT!

Dear *The One*

I have a few small questions for you to answer.

1). Is *Mortal Kombat 2* coming out on the Amiga?

2). If so, when and on which formats?

3). Is there an adaptor for the CD32 to use floppy disks?

4). Also is there an Amiga 5/600 to 32 adaptor?

Please answer my questions, and also ask Harry to get his hair cut in a fashion acceptable in today's world.

Philip Smith, Enfield
(Head of the Anti-Harry Attrill Club) UK.

1). Sure is, mate. Take a look at the front of this very ish.

2). Probably just an A500 version will be produced, because this is Acclaim's first Amiga title and it wants to test the water before making any further commitments.

3). Yes. It's called the SX-1, and you can get it from Silica (081 309 1111).

4). Sadly, no. At least, not yet.

SCOTS GIT

Dear *The One*

Here are some questions for you to ponder upon.

1). Is *Theme Park* going to come out on the A5/600?

2). Is *PGA European Golf* going to come out on the A5/600?

3).Where is the jungle in *Jungle Strike*?

4). Why are all your "jokes" crap?

5.) What price will *SWOS* be?

Thankyou very much. Hoots, toots and asparagus! Damn! I didn't mean that! I'll tak' the high road...

The Mad Black Pudding
(Ben Glasgow)
Troon, Ayrshire.

1). Yep. Take a look at page 70.

2). Also, yes. It will look more like the original PGA Tour, and it will be out before Christmas. Ocean 061 832 6633. See page 48.

3). Towards the end of the game.

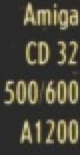
4). Because we're not funny.

5). SWOS will be £29.99, I believe, and it will be on sale on the 5th of December. Contact Renegade on 071 481 9214.

THE JUNGLE IS NO









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A LION KING GOODY BAG

Good grief, is there any limit to Virgin's generosity? Last month it gave away a heap of all things Aladdiny: 10 sets of games and videos, worth about £45 each. Now, even that's been topped with our lord of the jungular *Lion King* competition, in which you could win one of 10 goody bags containing a copy of the game, a 'Purring Simba' cuddly toy, a T-shirt and an enamel badge! And they're worth a good £60 each, so that's even more of an incentive to enter.

Just to make sure it wasn't us getting a bit too carried away with all the *Lion King* hype, we stood in the street outside our offices for a while and polled a few people as they wandered past. This is what they said:

"Gimme, gimme, gimme!" J. Winslow (Miss), Billericay.
"Phwoar! Mega! Simba, he's so cuddly!" *C. Erskine, Finchley.*
"Ooh, missus. This certainly beats a good prize!" Sir *Mattford Broughton Esq, Upminster.*
"Sounds like a bloody cheap expensive compo to me!" *Dean Evans, Hendon.*
"Er... grr?" *Lt. Col. HQR Attrill, DSO, MC, Bengeo.*

And if quotes like that don't get your pen to postcard, I don't know what will. Remember, this is what you could win:

- A copy of the *Lion King* game!
- A cute and terrifyingly life-like 'Purring Simba' stuffed toy!
- A stunning *Lion King* T-Shirt!
- A fantastic Lion King enamel badge!
- And a bag to put them all in!* Goody!

WHAT YOU HAVE TO DO...
What did Androcles pull out of the lion's paw?
1: A thorn
2: A light bulb
3: The Marie Celeste

What's the name of the cuddly young star of The Lion King?
1: Lennie
2: Simba
3: Parsley

Which well-know London football club is nicknamed 'The Lions'?
1: Manchester United
2: Millwall
3: Stenhousemuir

Pop your answers on the back of a postcard or a stuck-down envelope, and send them to: Rooooarrr! Compo, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Make sure your entry arrives before January 28th 1995, and everything will be hunky-dory. You might not win, of course, but then if you don't enter, you'll never know. And that Purring Simba will be sitting in his dark cardboard box until then...



THE RULES:
1: No employees of Emap Images, Virgin or Disney may enter.
2: The editor's decision is final.
3: Er, that's it.
** Possibly not a* Lion King *one.*

WIN!



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ONE ON ONE THE TWIDDY MAN

Top chat show host, Matt Broughton, takes time out from his hilarious BBC1 hit series, 'That's my pants', to talk to the long-time top programming bod behind such super sausages as Putty Squad and Aladdin. Mr John Twiddy, please take a seat...

John Twiddy is a man in turmoil. He's just returned from a four week honeymoon in Canada, and can't seem to get back into the swing of things. As if the hell of going back to work wasn't enough, he's just had his car broken into, where not only did the burglars manage to find his 'cleverly hidden' pull-out stereo, but they also managed to dismantle and remove his entire alarm system (not that it's exactly got much of a reputation as an alarm system any more!) He's spent all night talking to police and all morning sorting out his insurance, so it's a surprisingly bright and cheerful John Twiddy that greets me for the appointed interview. But before we get started I suppose I should tell exactly you who this man is.

The aforementioned Twidster started programming when he left university at the age of 21, where he studied electronics and microprocessor applications. He started off producing spreadsheet programs and databases on the Amstrad for a company called Supersoft, but then produced his first game on the Commodore 64 called *Paint Pot Charlie*, which was a clone of the popular arcade classic, *Amidar*. Previously, John had cooked-up the odd thing or two on a Dragon, including *Manic Miner* rip-offs, but these were never published. After *Paint Pot Charlie* though, Sir Twiddlington went on to work on an impressive list of products including *Tau Ceti* for CLR, *Ikari Warriors* for Elite, and *The Last Ninja* and *Ninja 2* for System 3.

After *Ninja 2*, John, Hugh Riley, and Mev Dinc set up Vivid Image, which over the next few years produced such titles as *Hammerfist*, *Time Machine* and *First Samurai*. Towards the end of 1993, he began work on *Global Gladiators* and *Cool Spot* for Virgin, and followed up with the exceptional *Putty Squad* for System 3. He was also kind enough to get *Aladdin* onto the Amiga before sodding off on his honeymoon! John is 32 years old, lives just north of Watford, and enjoys helping old people. (Just for the record).



What had you planned to do with the qualifications you were studying for?

Erm, I don't know actually. It had always been my hobby [electronics and stuff], and therefore it just seemed to be the logical thing to go to university and continue your hobby without really doing any work. In effect, digital electronics had been the area I was interested in.

Had you been into games yourself?

Yes. It was when I was in the sixth form that Space Invaders and Asteroids came out. Suddenly you heard about these things appearing in the arcades.

How did you come to write games?

Well, I started with a Commodore PET 2001 (with a tiny keyboard) and originally it was just for playing games with. Then I started writing copies of Pacman that I never made any money from, but I knew somebody was selling copies of my game to friends at a fiver a time, and though 'Hmm, this is a good idea!' I just enjoyed writing stuff on it, and in fact the first couple of things I did were articles for magazines, getting a hundred quid for a couple of pages and then flogging the tapes of it at three pounds a go.

Have you been surprised at how the games industry has grown, or did you expect it?

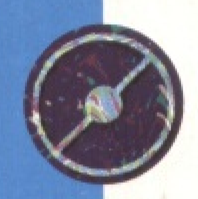
I suppose I'm actually a bit worried by just how dramatically fast it is taking off. I mean how many different formats are there? And look at how sophisticated many of the games are becoming. The trouble is that when you're doing an original game that's taking you a year and a half to write it — a state of the art game — you're obviously a bit blinkered. You're spending all your time doing that one game, and while you're doing it, all these advances are being made on other platforms and you think, 'oh, I'm missing out on that bit.'

How difficult is it to stick with a given project while new games appear around you, full of new ideas and techniques?

It's always difficult, because you keep looking back at you old games and thinking 'my god! That was acceptable at the time?' If you're doing an original game it's taking you a year to eighteen months, and it's got to change quite a lot while you write it. You have to keep up.

Isn't that annoying?

It's annoying in that you think you're going finish a game for, say, Christmas, and then you don't because you're adding stuff. Obviously the game benefits from it so it's acceptable, but the trouble is that when you are writing an original game, most programmers have the philosophy that they want to make



it the best thing they can and are therefore wanting to enhance it at any opportunity. Most publishers don't totally agree with that because it means that the deadline sometimes gets missed, and you've got to be practical about things.

Most of your games appear to rely on simple, good old-fashioned game play as opposed to anything complex. Is this deliberate?

When I was a part of Vivid Image we spent a long time doing original games; and though that's satisfying, there's something to be said for producing something quickly and getting the satisfaction of finishing it on time — finishing it very rapidly, in fact, and moving onto something else. That's why, in effect, over these last four projects I've enjoyed doing them quite quickly. My attitude is that the game will be as complicated as you spend time on it, so you spend more time, you get a more sophisticated game.

What other formats would you like to work on?

I'd like to move towards CD projects, and obviously the more sophisticated consoles, but you then have to dedicate eighteen months to that one game.

When you start a large two year project, are you thinking 'oh god, this is going to go forever', or are you excited about the possibilities?

When you start a project you've got to be enthusiastic and think 'oh it'll be brilliant to think what we can do with this'. It's really fun in those early stages, where you're looking at all the possibilities, and then you get down to it and for the first few months you're experimenting, playing around with what can be done, seeing what it looks like on screen, and then extending it from there. That's really good fun, but obviously when you get towards the end of the development time and you have to fit it in and get it out for the deadline, that's when the serious hard work happens.

How long did it take to turn *Aladdin* around, then?

I suppose probably about four months. In effect I was given all the graphics that had been used on the Mega Drive, and therefore the first task was to decide how best I could use those on the A1200 and how many we could fit in. The style of Aladdin's backgrounds makes use of parallax, but they're not necessarily as easy to do on the A1200 as they are for Mega Drive. It helped that Virgin agreed to do an A1200-only version. I would have said that it was practically impossible to do anything playable on a 500, you just had to make use of the A1200's memory and its speed. Obviously it is a platform game, and theoretically I've done a lot of them in the past, so it's quite easy for me to get into — I know what sort of thing to do.

Do you see games going in a certain direction, or do you think they will always be based upon the same old genres?

I think you'll always have, say, platform games. There's always going to be a few people who are creating the leading edge stuff, but similarly you'll always need 'good old games'. The problem you've got is that many games lose their playability when you try and get too sophisticated and introduce fancy graphics. My feeling is that you've got a certain amount of time to do any project, and when you've got a really sophisticated game with lots of beautiful graphics, you spend all your time getting those graphics in and dealing with all the technical limitations of them, often leaving yourself with not enough time, be that development time or processor time, to actually get the game's playability as good as it could be.

Where do you plan to take things from here?

At the moment I do a mixture of business stuff and games. It's quite a juggle, but to a degree I'm doing the business stuff because I look at the future and think that at some point I'm going to be too old to be taken seriously within the industry and therefore ought to be looking ahead. As far as I'm concerned, I still enjoy doing the games, but the business stuff consists of such 'interesting' things like accounts packages!

What are you working on at the moment?

Erm, nothing actually. I've just come back from my honeymoon and I'm kind of getting back into the idea of working again. I've just spent four weeks going from the west coast to the east coast of Canada, and in the process managed to take about a thousand photos of the place, so we're trying to sort through those. It's the first time I've ever been on a month's holiday in my life, and you really get out of the idea of working. I've now got to face finishing off the PC version of Aladdin for Christmas.

And finally, John — and this is a question we ask all the lucky members of our exclusive 'One on One' Club — (Er... no it isn't, Matt. — Andy.) if you could be just one of The Beatles, which would you be?

Oh god! Not any of the dead ones. Paul McCartney has a fair amount of money and that's probably my choice.

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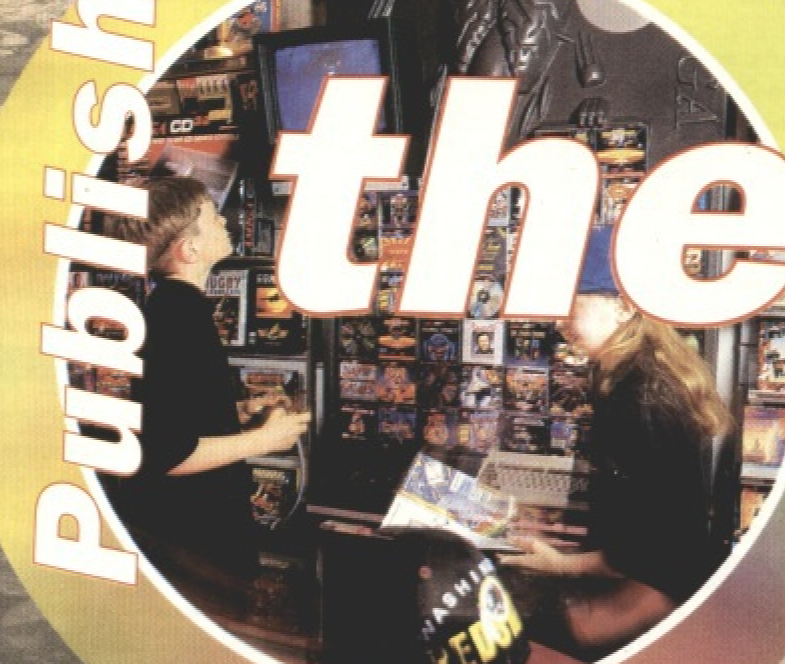
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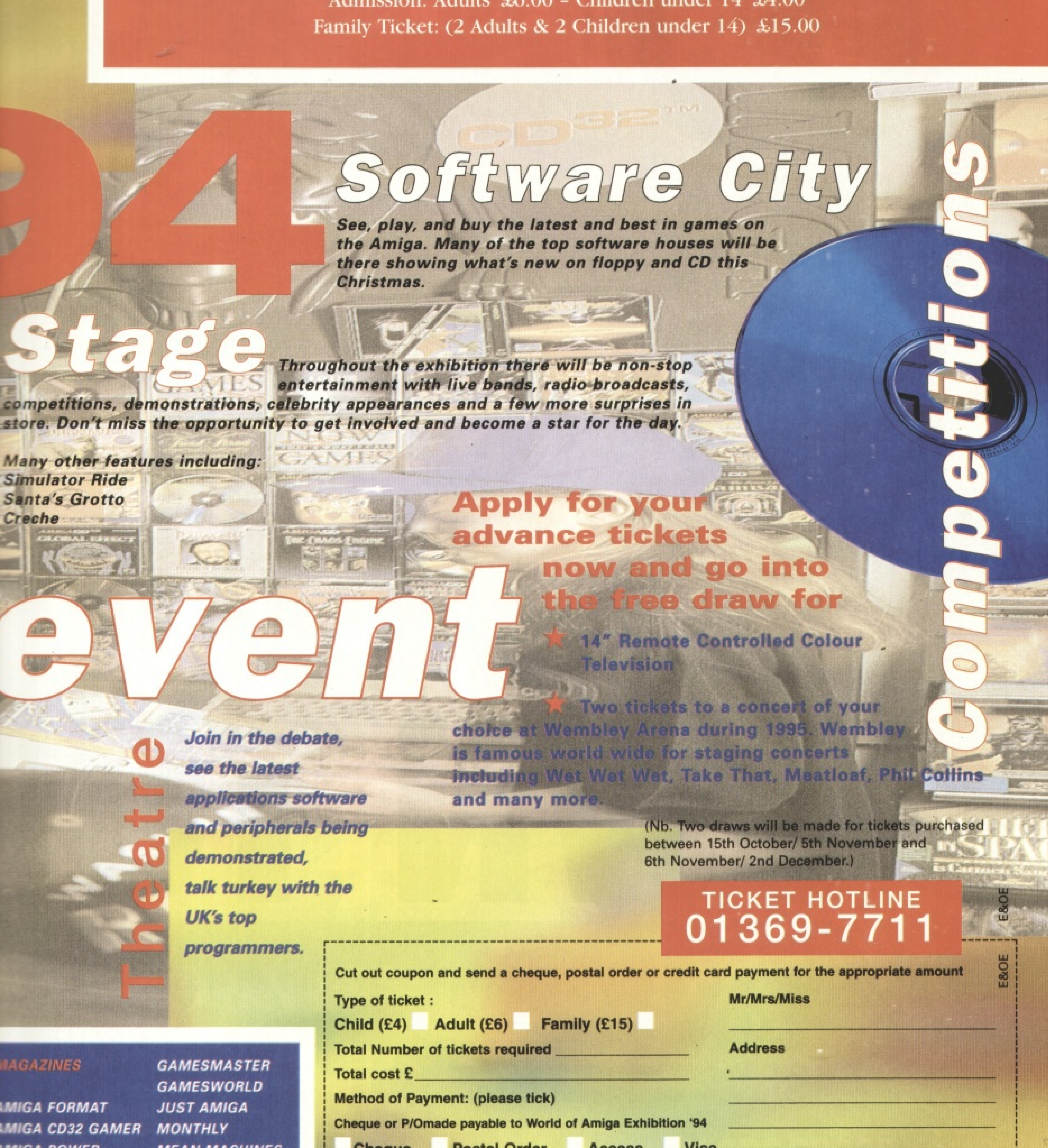
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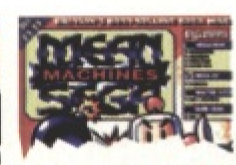
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SIMULATION

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WORK IN PROGRESS

The title was going to be 'A Pack of Regals' until Harry kindly pointed out that the collective noun (whatever that is) for lions is in fact a pride, not a pack. 'Thick' Andy Nuttall learns something new every day...

It's a platform game — well, most things are these days, aren't they?" laughs Dave Semmens, programmer of *The Lion King*. Not the greatest advert for a game ever, or at least it wouldn't be if the game wasn't on such a huge scale as the latest Disney epic.

The thing is, everybody knows it's going to be a great game. Disney has such a tight rein over quality control, it would never let a shoddy game bear the name of the great Walt — to wit, *Aladdin* (reviewed last month, 90 percent). The console boys have already got hold of reviewable copies, and are currently raving about it, and all signs point towards the Amiga version being rather hot stuff. Tsssss.

The thing that gets me is that after *Cool Spot* came *Aladdin*, which was a very similar game in many ways. And, cynicism aside, there is surely a possibility that *The Lion King* will be, well, more of the same. Dave doesn't agree:

"It is different, but mainly because the main star is an animal. Simba, the lion, is a different size to a usual game character, and a different shape — especially with four legs instead of the more normal two. Little things like that cause problems for the design and programming, and so the game immediately changes from the more usual platformer."

Following the film pretty carefully, the ten levels are far more varied than in *Aladdin*, which — while being praised for technical achievement and excellent gameplay — was slated for being too short. Throughout the early sections of the game you play the young lion, Simba, while towards the end you grow into the fully-developed adult Simba.



Whenever Dave writes a routine for one level, he often finds that he needs a similar routine later on, but it gets more complicated. For instance, climbing this wall, which you'll find early on in the game, was pretty easy to pro-gram: "I took it for granted that the rocks would all be a uniform distance apart, as they are in level one," explains Dave, "but I've just started level eight and there are some here which are very weird shapes. So I've had to rewrite the code a little to accommodate."

PROJECT: The Lion King

PUBLISHER: Virgin Interactive Entertainment

DEVELOPER: Dave Semmens (Programming); Doug Townsley (Graphic conversion); Allister Brimble (Music)

INITIATED: August 1994

RELEASE: December 1994

"The first level is just Simba playing around in the jungle," reveals Dave, "before anything goes wrong, basically. Level two is brightly-coloured and taken from the song 'I Just Can't Wait to be King' [see picture], which is in the film.

"The third level is the Elephant Graveyard, which in the film is a place where Scar [Simba's nasty, evil Uncle, intent on Simba's early demi
that Scar can become king — Andy
forbids him to visit."

Level four is the stampede, whe
a herd of wildebeest run towar
you, and you have to avoid the
while dodging any boulders whi
are kicked up as well. "I think t
wildebeest frames must have be
drawn by Disney," Dave grin
"because there are about 90 fram
of animation: it starts at about o
pixel; and just as it jumps over yo
head it's, well, massive. There a
two hooves, which together
about a third of the screen."

ROAR RECRUIT

Early on in the game, the you
Simba has no real fighting skills,
progress is made by solving puzzl
He can pounce on smaller anima
and do a roll which can displace,
smaller animals, but he hasn't rea
got any strength. Thankfully, thou
he has learned to roar pretty co
vincingly — weak when faced wi





say, a hungry vulture, but pretty effective to scare a timid monkey.

So, on the Can't Wait to be King level, for instance, this comes into play: "Simba first gets thrown into the air by a rhino," describes Dave, "and he's caught by a monkey sitting in a tree. The monkey throws him away, but only in the direction he's facing — so if you roar at him, he'll turn and throw you the other way. By roaring at specific monkeys, you can control the direction you're thrown around the map; and that's basically the puzzle.

"Certain levels are the platformy-type," he continues, "where you have to get to the end, but it interleaves the puzzle levels well. It introduces the new moves gradually, so while the first level's pretty simple, the next one might involve swinging from rocks, or jumping across ravines and having to use your claws to cling on and scrabble up the edge of a mountain. It works well because there are lots of different types of gameplay, all interspersed, so it keeps adding new challenges all the way through."

LEOMINSTER

To create the conversion from the Mega Drive version of *The Lion King*, Virgin delivered all the graphics to Dave on a CD-ROM — simply because there were so many of them. "My artist is currently cursing them," says Dave, "because he's filled up his hard drive with all the graphics. There are a hell of a lot of them; as you can imagine with any Disney game. For example, the little Simba is currently running at about 400 frames of animation, and the adult Simba's actually bigger. The CD's nearly full, too — almost 600Mb worth!"

To give you an idea of the sizes involved, the main Simba sprite can stretch to up to 80 pixels wide. The widest pixel you can use on the A1200 is 64 pixels (reference: the 'Brainy Programmer Quiz', September ish), so Dave's had to link two sprites together to get him in. "So you can imagine what it's like when you have all the other sprites, including the baddies, thrown in as well," he says. Yeah, not to mention the backgrounds...

"They've drawn them really nicely, though," adds Dave, presumably smelling a possible lawsuit. "Everything about them is brilliant. In fact, I think they've drawn them a bit too well. Even the young Simba is quite large in sprite terms, and the baddies are physically bigger to make him look small and vulnerable. On later levels the bigger lion comes in, and all the hyenas shrink to give the impression that Simba's now grown-up and powerful. That means it will be easier to keep the later levels running in a frame, simply because there are fewer large characters to draw."

'A frame', for newcomers to *The One*'s method of explaining techie words (while learning them ourselves), refers to the screen update — how often the screen is redrawn per second. A frame is 50 times per second, which is the smoothest the action can get, while two frames would be 25 times per second — still reasonably smooth, but not as



"The maps each have further layers on top, which you can't see," says Dave. "There's one layer which has control blocks in it, which tell the lion when to stop at walls, when to roll, and where the blocks are which he can swing on..." [continued later].

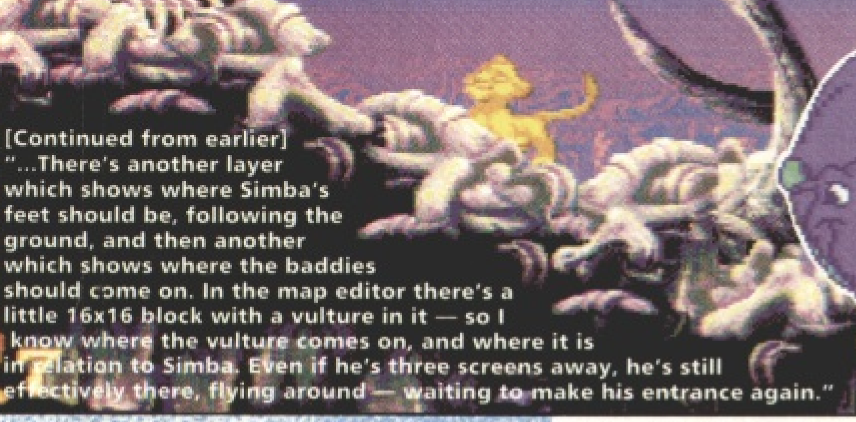
"The one thing I've taken from the Mega Drive game, apart from the graphics, obviously," he adds, "is the table which brings the wildebeest on. It tells the program which of the wildebeest to display, and how fast each one runs." They come on in the background, and work their way to the foreground. before leaping over your head — and trampling you in the process, if you're not careful.



When the animation graphics come from Disney, they have an animation dot in each frame. If you animate the sprite, and put that dot in exactly the same spot on each frame, then it will animate perfectly. "I don't know what the console coders did," says Dave, "but I took the dot, and put it on the contour of the floor — so as he runs around Simba follows the floor exactly."



TWENTY REGAL KINGSIZE



[Continued from earlier]
"...There's another layer which shows where Simba's feet should be, following the ground, and then another which shows where the baddies should come on. In the map editor there's a little 16x16 block with a vulture in it — so I know where the vulture comes on, and where it is in relation to Simba. Even if he's three screens away, he's still effectively there, flying around — waiting to make his entrance again."

"The baddies which are off-screen won't do anything," Dave reveals. "And then, when Simba runs towards them, they'll begin their movements, which gives the impression that they've been prowling and buzzing around all the time. When you've programmed a Spectrum for as long as I have, you get to know little tricks like that to save time."

The 'Can't Wait to be King' level, taken from the film, is played over an animation where you've got all kinds of animals having a sort of carnival, and Simba dances around, singing, and sliding down the giraffe's necks. The level's called Can't Wait to be King, and it's taken from that idea — with all kinds of jazzy colours to match the part of the film.

impressive as the single frame.

So are all the graphics going to fit into the Amiga? "Yeah, especially since the A1200's got 2Mb of memory," Dave enthuses. "The only bit we've had to compromise on is with the baddy sprites, because with the Mega Drive version the artists were able to use a separate colour palette for them. We couldn't, so we've had to take a couple of colours from the foreground, in order to use them on the baddies."

There was also a small compromise on what Dave calls the "go-behinds", or the bits of scenery which are intended to go in front of the main characters as they wander past it; giving the impression of depth. "On the Amiga you can't actually do that with the hardware sprites," he moans. "You can tell it to either walk in front of all the foreground, or behind it all; but not to pick and choose.

"The two games will be very similar, though. Our sprite size is the same as the Mega Drive's; obviously we haven't got time to shrink anything down. We wouldn't have done that anyway, though, because it's awful if you see a game on the Mega Drive, and then you buy the Amiga one and all the characters are really small. I've done that a few times when buying Amiga games, and it's a bit sad because there's not always a need for it. Especially when you know what the Amiga is capable of."

LION THE FLOOR

"The worst part was figuring out how to use the American Mega Drive programmer's map editor" reveals Dave. "There was very little documentation available for it, you see. But I've got the hang of it now, so I can get the levels in there quite easily; and we know how they bring all of the baddies on.

"I've written my own control language for moving the baddies anyway; it's a bit like BASIC, with its own commands, but it makes it much easier to tell the baddies which directions to move in. Most programmers work that way nowadays anyway, although I've no idea if that's how the Mega Drive version of *Lion King* was written. All the original code was written in 'C', you see."

This made conversion more difficult than normal, because Dave's speciality is machine code; so the game has effectively been written again from scratch.

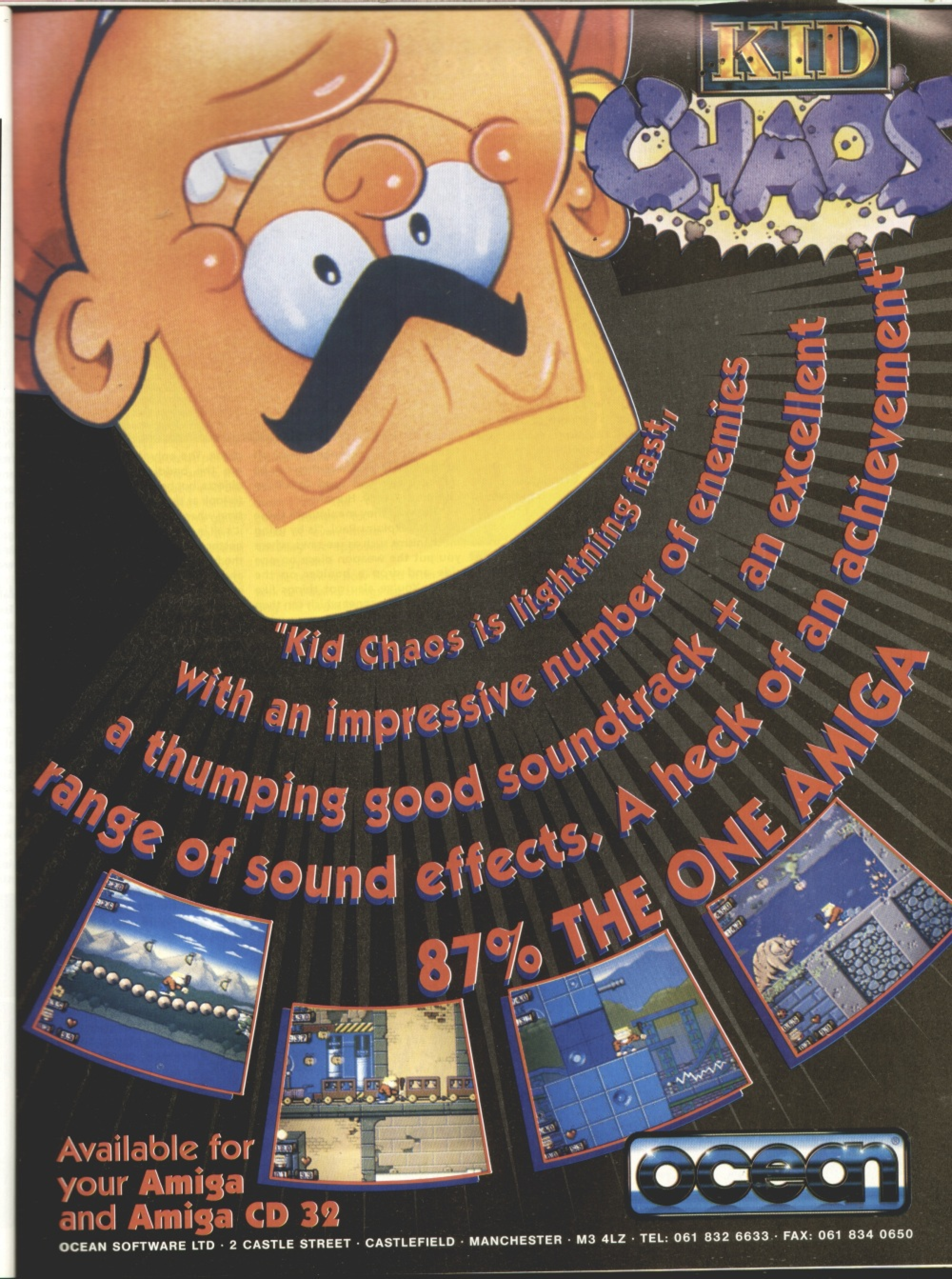
"It would have been a lot easier had the original Mega Drive game been written in machine code," he explains. "I could have then just ported their code directly across; but I know nothing about 'C'. I've got all the source code, but it might as well be in Japanese. It was the same with *Crash Dummies*; all I really had there was a copy of the game, and the graphics."

At the time of writing, Dave's completed levels 1, 3 and 4, and he's hoping to have levels 7 and 8 finished very quickly: "I've only got a little over three weeks left," he wails, "but hopefully the worst bits are over with — and it should all be pretty quick now."

After he's climbed the waterfall, time passes and Simba becomes adult Simba. This gives him new moves, including a range of fighting manoeuvres. He can attack with his claws, and wrestle as well, which is controlled depending on how you land on the particular baddy. You can't actually start wrestling yourself; it just happens if you pounce on an enemy in a certain way — which plays more realistically than it sounds.

Although his Uncle Scar has strictly forbidden him to visit the Elephant's Graveyard, naturally, Simba's young curious mind takes him down there immediately, and he gets into a sticky situation with... no, I won't spoil it for you. Go and see the film.

"The parallax, the actual, real parallax scrolling, with the background as a huge map, is only used on the first level," says Dave. "The rest of them are 16-colour screens still, but they're smaller and they wrap around — take the bones on the elephants graveyard, for example. Basically, whatever the Mega Drive does, mine has to do — and it must be approved by Disney as well, so it has to be good or it would never be released."


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PROJECT: Mighty Max
PUBLISHER: Ocean
DEVELOPER: WJS Design: Wayne Smithson (game design); Paul Hoggart (programming), Daniel Cartwright, Chris Warren, Ian Warren (graphics), James Hawkins, Mike Delves (project management).
INITIATED: June 1993
RELEASE: December 1994

HIGH AND MIGHTY

Never mind your Power Rangers and Deep Sea Barbie, Mighty Max is here and about to explode onto your screen. Matt Broughton sits on his Tonka and squeaks across the sand at top speed towards Ocean's latest licence .

Mighty Max, the cartoon character/kids toy/cash, er, calf, is huge in America. The little rascal seems to be increasing in popularity in this country (thanks to more and more toys, not to mention the cartoon and, hey! what's this free toy doing in my cornflakes?). It's therefore rather surprising to find that WJS Design didn't originally plan its new game to include the aforementioned Maxter. Paul Hoggart, *Mighty Max*'s programmer, explains:

"It's just good timing really. We had an original concept which we took to Ocean, who paired it up with the licence they'd got for *Mighty Max*. From there it developed into a two player game, which is very difficult and very complex to program because of the split-screen — it's very processor intensive. To be honest that will be derogatory to the, game, because it's better played in one player mode. That's how I prefer to play it anyway."

The game itself features three characters, all-running, jumping, crawling etc, but which can also (importantly) carry things about. In essence what they're trying to do is to carry and manipulate specific items to portals which will send these objects (which are really weapon pieces) off to the final level where they can be put together and used to kill an enormous baddy. Hurrah!

"The way they manipulate these objects" explains Paul, "is by using mechanisms such as see-saws, where you put the weapon piece on one side and drop a boulder on the other. You've also got things like turning on a magnet which can then be attached to a balloon, carrying your weapon piece away."

The game features 25 levels, all quite happily using 128 colours, although it was once reported that it used 126, which is an impossibility. A lot of programmers had a good laugh at that (not that I've any idea why, of course). There are also 'a lot' (technical term) of sprites on-screen which, as you might imagine, caused problems for Paul who was trying to keep the speed up; Mr Hoggart explains further...

"The main character is being done in one frame — so the scroll isn't jerky, and it really, truly does look just like an arcade game. The only things that do jerk are the baddies and foreground objects, but because the player tends to look at the main character all the time when playing, it feels as though it's all in one frame. That's one of the better things. The screen also uses the full height, being 272 pixels high and 220 wide, and that really looks impressive when you get it onto a proper Philips monitor."

"Mighty Max is a sort of puzzly-arcade thing. You have to find the fastest route to the portal because you're under a time limit (and each player has to find five objects each), but you still have to use a fair bit of strategy. The two-player game can be played as a co-operation 'thang' or you can battle against each other — trying to collect the best icons first etc." Paul Hoggart, Mighty Max's programmer.

MAX PACKS

Each character has two weapons to play with, the initial one being a sort of ping-pong ball that bounces all over the place. The logic for that ping-pong was "crazy" because the characters aren't just walking on normal platforms — there are actually different heights on the platforms. To make the characters look like they were walking up and down over bumps and obstacles, the team had to think up some clever new way to monitor the characters' 'feet' down to the last pixel, in relation to the platform's level.

"This initially caused a lot of problems, but we got around it by dividing each of the map positions into blocks of 16 by 16, and giving each height of between one and fifteen. We do something similar with the character, so that if the bottom of his block is going to fall below the 'map block', we can raise the character accordingly. (Really? Hooow interesting. — Andy.).

"The ping-pong balls are very good, but also extremely processor intensive. When you're piecing all these little tiny blocks together

and the ping-pong balls are going in between them, it causes mayhem — a hell of a lot of logic goes into controlling them. There's another weapon where you have laser fire, which is acquired by collecting a special diamond icon, and that's like a rapid fire that allows you to just run about the place blasting everything. This is a lot better because you've got tons of objects hidden in walls and you don't know they're there until you actually shoot the wall and they appear. The rapid fire laser is perfect for that sort of thing."

Because the player doesn't know where either the objects or portals are when first starting the game, not to mention the maps that are (in the technically-speckled words of the programmer) 'very big', the game offers a fair old bit of playing time. When the play-testers were testing the Mega Drive version, initially it could take anything up to twenty minutes to complete the first level. On return goes, after a days playing, when just trying to steam through as quickly as possible, it could be completed in three or four minutes. Apparently "It depends upon how you want to play within your time limit."

And how has it been as far as getting it all into the Amiga's memory? Paul Hoggart:

"Originally the A1200 was the lead machine (before the consoles took over) so it's been okay. To my knowledge the game will be A1200 only, although there's a good chance Ocean will be doing a CD32 version themselves. I doubt very much that it can be done on the A500 because I'm using the full 2Mb of RAM in the A1200, so even though you could squeeze it into the RAM, the graphics wouldn't be anywhere near as 'pretty' as they are on the larger machine. On the A500 you're talking about 32 colours tops to deal with everything, and I'm not so sure you could get away with that."

> **"The game makes use of the A1200's 'quarter pixel scroll', for super-smooth scrolling. A lot of programmers think it's impossible to utilise this technique in a game."**
> **Paul Hoggart, Mighty Max's programmer.**

MAX FACTOR

Ask Paul which part of the programming he's most proud of, and he'll answer "Not much, actually" (well at least he did when I asked him) but he thinks that every programmer is like that. "There is often more you want to include. For example, I would have liked to be able to add more to the game design, to make it even more 'arcadey' as opposed to strategy-ish."

The team is now faced with the task of tidying things up, and getting the two-player mode running more smoothly.

"Originally when the A1200 came out they kept the same blitter, so effectively you tried to put more data down, but with the same slow blitter. This means that there's been a small problem with slow-down during the two player split-screen game. The nightmare part of it has been the two-player logic; for example (and this sounds obvious, but it's hard to get your head around) if you shoot a baddy, it gets stunned, and you can throw it off screen where it dies. Now, if you're in two-player mode, you have to do loads of detections because you shoot the baddy and then have to check if it's on player one or two's screen. Then you throw the baddy off your screen, but you have to check whether it's now on the other player's screen. That's getting very intensive and is another contribution to the already declining frame rate."

But what does Paul think of the final product; how pleased is he with the way it's ended up?

"Well, If I said I was delighted I'd be lying, but I think it'll will be a big hit with the kids, because of the cartoon and the toys. As *Mighty Max* stands, it's a good solid game."

There's one icon found in Mighty Max that calls up a big Norman soldier character who works like an add-on, following you about and killing baddies. If you're competing with another player, you can steal the Norman, but the game is better played aiding each other; moving objects for them to use etc. Incidentally, the Norman isn't on this screen, I just wanted to tell you about him. Fooled you!



As you can see from this and all the screen shots, Mighty Max is brought to you in glorious 'huge-screen-O-vision'. This is one of the few games to use the full height, being 272 pixels high and 220 wide, and "...it really looks impressive when you get it onto a proper Philips monitor." I'll bet it does, big boy.



Ever wanted to punch somebody very hard in the face? Could that person perhaps be Welsh? Does he look as if he's got an mangy Airedale terrier glued to the top of his stupid head? Is he as blind as a salamander and about as snoggable? If only Andy Nuttall would bob up and down gaily in front of Shang Tsung for just five seconds...

IMMORTAL

Well, what's this? It's unusual for a game to be revealed to *The One* this close to release; and especially one the size of *Mortal Kombat II*. It's only recently appeared on consoles, to an absolutely rave reception (and mass condemnation from the moralists, of course), and it's coming out for the Amiga before Christmas.

The development of *Mortal 2* has been shrouded in secrecy. Or at least, that's how it seemed to us: a month ago, *The One* heard a rumour that it was being developed, but that was soon quashed by another, more authoritative, rumour which said that it had been canned.

"I think there was some doubt whether we'd get permission to do it or not," explains Robert O'Farrell, alias Barg, the game's producer. "We had already begun programming it, but it still wasn't on for definite. We simply had to make sure there was still a market there for Amiga games."

This might sound harsh, but you have to remember that Williams, the company behind the *Kombat* games, is based in America. Even the biggest Amiga fanatic will acknowledge that the Amiga has never done as well in the States as it has in Europe, so most American developers automatically assume that there is no market anywhere — sad though it may seem — and for a British developer to convince them otherwise is quite an achievement.

But the success of *Mortal Kombat*, released on Amiga just before last Christmas and reached number one in the charts, must have been a strong influence. Mortal Kombat was more than simply a beat-'em-up; it included blood, gore and more blood, three features which other beat-'em-up makers have been loth, or simply afraid, to do.

> **"A lot of people last year reckoned that the Amiga had the best version of Mortal I."**
>
> Barg, Producer of Mortal Kombat II

"The main difference between *Mortal Kombats 1* and *2*," Barg explains, "is that the first one had strong competition from *Streetfighter 2*. This time the creators, Williams, thought 'Well, how can we revamp it?' They chucked out a couple of characters like Sonja, but the five old characters which remained all got completely reworked.

"Liu Kang had quite a few special moves added — in fact, all the characters now have an average of five special moves. And Liu Kang's fatality last time was very poor."

Fatalities, for *Mortal* non-believers and gamers who've had their heads stuck in a platformer for the last year, are an interesting sideline for the talented fighters (or Mortal Kombateers, for want of a better title) who star in the battles. When the single battle is over, and your opponent is lying on the ground, bleeding, a deep, booming voice breathes the words 'Finish him...'; and you're given the opportunity to kill him (or, indeed, her) in a way you choose.

FU WATA PONG

This could be ripping his spine out, cutting him in half with a buzz saw, impaling him on a bunch of spikes attached to your hands... and the moral minority is worried about *Streetfighter 2* having an adverse effect on Britain's youths! But it is this very feature which makes the game popular; which raises it a level or two above the more 'normal'



The Amiga version will be an almost direct copy of the Mega Drive, which apparently only had 65% of the animation frames taken from the coin-op. Which isn't bad, considering an arcade machine would cost you thousands of pounds! "It runs in a frame, though," Barg enthuses, pointing out that the screen update is very smooth, "and the animation still looks great."

PROJECT: Mortal Kombat II
PUBLISHER: Acclaim
DEVELOPER: Probe
INITIATED: August 1994
RELEASE: December 1994

beat-'em-up games. And in the sequel, the fatalities have become even more, ahem, fatal.

"In the original Liu Kang just does a cartwheel and kicks the other player. That was his fatality," Barg explains. "This time, though, he morphs into a dragon and bites his opponent. Or he can do a cartwheel and kick him!" he laughs.

This choice of two fatalities stretches to each character, but it takes an extraordinary range of joystick moves to pull most of them off. The general rule is that the more impressive the fatality, the more difficult the joystick manoeuvres are to make it happen.

"I think there are 63 fatalities in all," adds Barg. "There are three different backgrounds for each fatality as well, along with 12 babalities and 12 friendships."

Because there was such a media outcry about the general bloodiness of the original Kombat, the game's designers have included a number of nice features. Actually, they're not just nice; if the blood and gore are sick-making in one extreme, then the all-new 'babalities' and 'friendships' are a good two-fingers-down-the-throat in the other.

"Babalities... are kind of like fatalities, but they're nicer because you change your opponent into a baby," Barg explains. "Friendships are a counter for all the blood and gore; the designers wanted a different aspect to the game. An example of a friendship might be Shang Tsung creating a rainbow, while Kung Lao does a good one: pulling a rabbit out of a hat. Liu Kang does a disco dance. They're just an added element which makes it funny; and it's also a humiliation for the opponent who's lying on the floor — because he's expecting you to do a fatality."

Players of the original Amiga game will be pleased to hear that the same team is working on the sequel. "The programmer has done a really good job again," says Barg. "He's actually worked bloody hard for the last few weeks, to make sure it all gets done, as have the others in the team."

But there's an added art to the babalities and friendships too. As well as a head-spinning combination of joystick moves, you have to think about it beforehand and not punch your opponent during the previous round. So, say you've won one bout, and you reckon you're on for a definite second — and you think that a bit of humiliation is in order. In the next bout, if you kick your opponent to the ground, and not use your hands at all, then you're on for a friendship.

"It adds a lot more to the game," explains Barg. "*Mortal Kombat II* has shown up last year's *Mortal Kombat* as a really shallow game. It was good, don't get me wrong, but it really had no depth in comparison. They've improved it so much, the two games are in different leagues. I think, also, that the game's designers were annoyed that *Streetfighter 2* was seen as better than their game, so they made sure this time around that they couldn't be beaten."

KUNG FU TILE

So any of you who — like me — were expecting *MK2* to be nothing more than a data disk-style add-on for the original game are in for a shock. "I think a lot of people expected it to be just that," Barg agrees, "but with the huge sales of the original — up

"The game is big," emphasises Barg, "so big that it's a nightmare to playtest. Trying all the different moves and all the combinations is a really lengthy job. Even the arcade machine's got a few bugs!"

The compression routines used to squash Mortal 2 into RAM are so advanced, they actually work as you play. "As the game continues, the character sprites are decompressed on the fly," Barg explains. "There would have been no other way to do it; it probably wouldn't have physically fitted. And even then the delays while it decompresses would have been far too long for players to bear."



To keep the speed of the game up to scratch, the programmers have taken out the few background animations from each scene. "The most important thing about Mortal Kombat 2 is playability," Barg emphasises. "If we kept the animations in, the game would slow down, and what kind of a beat-'em-up is slow?"



The 'Finish him' screen occurs when the opponent is close to death, wobbling on his feet; and gives you the chance to execute a fatality. Perhaps understandably, Acclaim is keeping the actual fatalities, along with friendships and babalities, a bit of a secret until the game's released. To keep it as a surprise, you see.

to four million people bought the game last year — we had to do something special.

"It's a totally different game, really," he continues. "It's so much harder, for a start. On a one-player game, you now have to fight 12 different opponents, and then go on to Kitana who is a lot tougher than he was last time. Both the end bosses are much tougher this time around.

"And the graphics are so much improved," he enthuses. "The sprites themselves are much more realistic. Last time they digitised them all in a really tiny studio, but this year they bought a special camera, costing about £30,000, and did it all really professionally. Quite honestly, you can see the difference in the sprites immediately.

"In the mode we needed to use on the Amiga you can only use 16 colours, so we needed to plan about four skin tones which each of the characters share. Each character then has four or more colours of his own; and even after all that, they're still looking really good.

"I know a lot of people last year reckoned that the Amiga had the best version of *Mortal 1*. For gameplay everybody reckoned that the Amiga was the best. This year, the people who programmed the SNES have really got their act together, and we've done a really good version for Genesis [Mega Drive]; so now we've got a lot more competition to make the Amiga version the best one. But we think we're going to give them a really good run for their money.

Some of the fatalities even have their own backgrounds. "There's a Pit fatality where you knock your opponent off a bridge," says Barg, "a Dead Pool fatality where you knock him into a load of slime, and his skeleton comes up because the slime has melted his skin off. And then there's the Combat Tomb fatality, which involves spikes..." Lovely.

Surprisingly, there were only a couple of concessions which the designers have had to make from the SNES version — which is generally accepted to be the closest to the coin-op. In fact, my eyes couldn't notice any differences at all between the two, but that's by-the-by. Basically, to keep the Amiga up to the speed of the coin-op, they've had to take the background animations out. "It was a toss-up between having the background animations, which to be honest you don't really notice when you're beating someone up, or having a fast beat-'em-up. We figured that people would want a fast beat-'em-up. Every time. So the backgrounds are nice and pretty, but they don't move."

And, as far as sound is concerned — a main attraction to *Mortal Kombat II*, with lots of voices growling 'Fatality', and 'Shang Tsung wins', say — it's actually better than the Mega Drive! "We're getting more sound samples in than on the Mega Drive version," confirms Barg. "There are the character names, and if anything there might be a bit more music. The title track, for instance, is excellent — it really gets me going."

This is the first Amiga game which Barg has worked on, and his work so far has elevated his status from Assistant Producer to Producer. Last Friday, in fact. "I didn't play the first game very much on the Amiga," he admits, "but now I'm producing for it I'm finding it very interesting. Especially getting all the moves down to work with one button."

While *Mortal 1* came on two disks, the sequel will have to be extended to three, as Barg explains: "We've kept in as many of the nice bits as we can. We've had to take out much of the presentation, though, because otherwise we'd have to go to four disks, which would be too many. But we've been able to keep most things in; and I don't think that one special move has been dropped."



And the contestants in this week's Celebrity Squares are: *Top Row:* Liu Kang (play the demo, friends!), Kung Lao, Johnny Cage, Reptile; *Middle Row:* Sub-Zero, Shang Tsung, Kitana, Jax; *Bottom Row:* Mileena, Baraka, Scorpion, Raiden.

WAN HUNG LO

Barg also reckons that some moves are even easier to do than in the coin-op version, to the extent that he found himself doing moves which he couldn't do in the arcade. "Anyway, you find that seasoned *Mortal* players don't use the special moves that often," he says. "They might do one per round, but most of the time they're jumping and kicking.

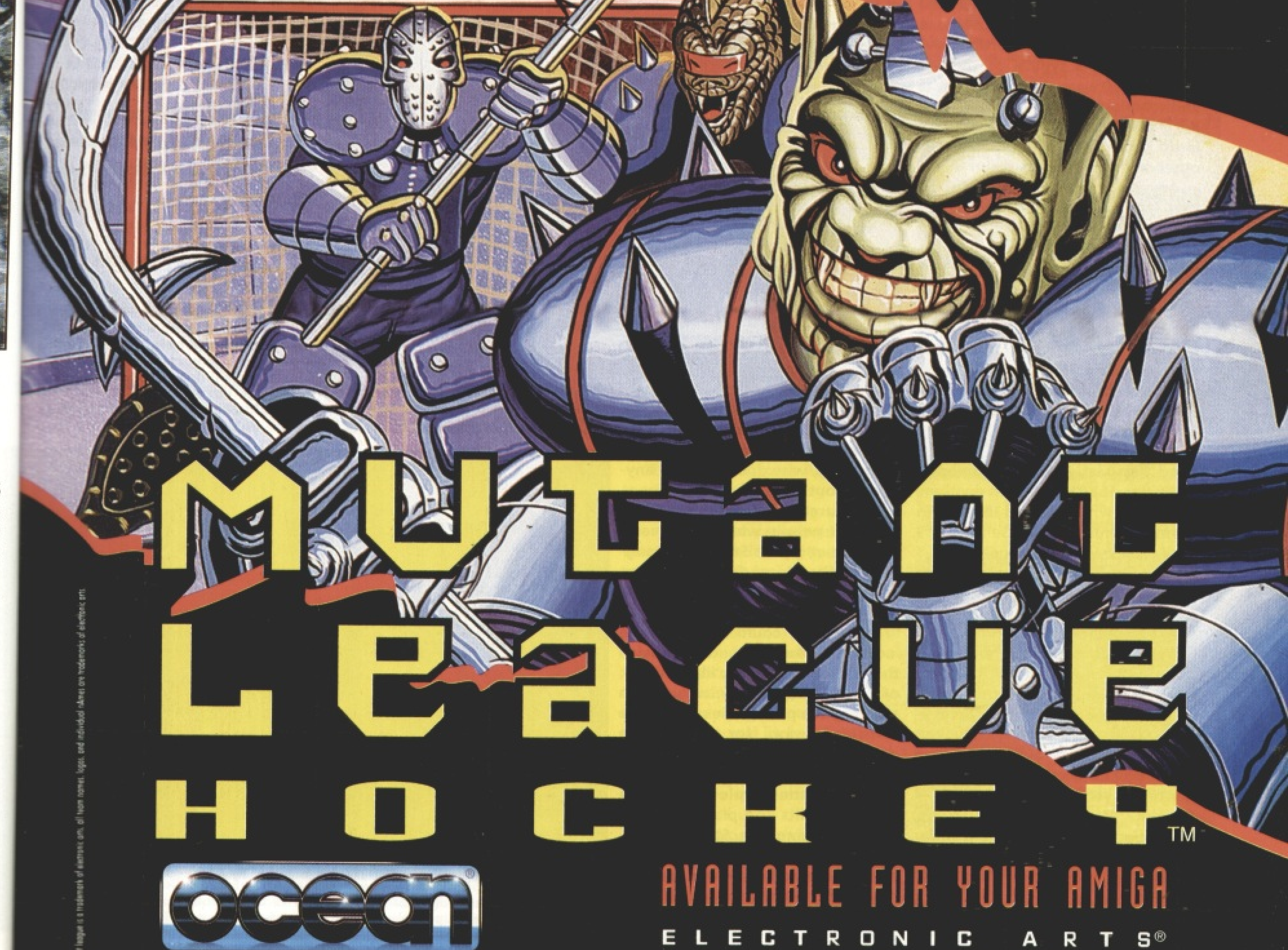
"As it happens, I've just started working on another Amiga game," he continues. "It will be coming out next year. There's a big market for Amiga games; but as a publisher Acclaim has never done an Amiga product before. Even *Mortal 1* came out through Virgin. But when it comes down to it, the Acclaim marketing machine is amazing. This year we're getting the Amiga version out just as Acclaim are re-doing their advertising for Christmas."

The funny thing about *Mortal Kombat* is that the original coin-op wasn't that big a hit. Well, it was big, but not relative to other arcade smashes like *Virtua Racing* and stuff. It was actually the console and Amiga versions which made the game the smash hit it became.

"When the console versions came out, Acclaim put so much into the marketing of it, people couldn't help but go 'Wow!' And then you've got papers like The Sun going 'This game is filled with blood and violence', and condemning it, which all adds to the hype. This year, incidentally, The Sun is backing *MK2* to the hilt. Its gaming section, Mega Guide, loves *Mortal Kombat II*.

There is one more feature which Probe might miss out; the infamous 'Fergality' which is hidden in the Mega Drive game. The programmers put a cheat option in, where the likeness of Fergus McGovern, Probe's boss, appears; and you get the chance to, ah, 'finish him'. They didn't tell him about this, of course, and it was in the shops before he saw it. "I'm really not too sure if we'll get it into the Amiga," laughs Barg, "but we will try."

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EAT YOUR GREENS

Wizball, Mega-lo-Mania, Wizkid, Sensible Soccer, Cannon Fodder... Sensible Golf. With silly shoes, plus-fours, and names like Payne and Sevvy, could golf ever really be described as Sensible? Andy Nuttall chats to the man they're already calling 'Stuart'.

"*Sensible Golf* is going to be... a golf game." This startling revelation is typical of today's Sensible Software. As you'll know if you read last month's *Cannon Fodder 2* WiP, Stuart Campbell is Sensi's latest recruit, and when it comes to observations he's pretty damn sharp.

Anyway, now we've established that *Sensi Golf* is actually something to do with golf, and not basketball or crocheting, we can continue. "It's a game for up to eight players," Stu, ah, continues, "including computer players with four different skill levels. Actually, it may be eight skill levels, but there's some doubt about that at the moment. There will definitely be 20 courses though, made up from 72 individual holes arranged in various different ways."

As you can see, it's got an overhead perspective, with zoomed-in close-ups for the putting sections (the pics with the big blokes in them). "In many ways, *Sensi Golf*'s similar to the GameBoy golf game," admits Stu. "We've taken our inspiration from that along with some other things to create a really accessible arcade-based golf game."

Yeah, but everybody who produces golf games says that. There are loads of them, yet hardly any could be accurately described as 'accessible.' (What about *PGA European Tour*, which is, as you'll discover on page 66, as accessible as Matt's pants? ie, very accessible indeed — Harry.). "Well," counters Stuart, "everybody who has played it so far can basically play it within a minute of picking it up. Which obviously isn't the case with, say, *Nick Faldo's Golf*. Popular and well-loved game though it is, it's still a pain in the arse for somebody like me to play, who doesn't know anything about golf."

But surely *Nick Faldo's Golf* is aimed at people who know everything about golf. Is Stu perhaps suggesting that *Sensi Golf* is aimed at people who... perhaps don't even like the game?

"Yeah, you could say that," he laughs. "As long you add a proviso that it's for people who like golf too, of course. Incidentally, we've been mooting the possibilities of doing a *Sensible Casino*, for people who don't like gambling!"

Presumably this would involve hordes of little people pulling one-armed bandits and playing Crystal Maze and things. Eh, Stu?

"Yes. Er, using the successful *Cannon Fodder* engine, you move your squad of gamblers around the casino... no, maybe not," he finishes, grinning lamely.

PROJECT: Sensible GOlf
PUBLISHER: Virgin
DEVELOPER: Sensible Software: Julian Jameson (Programming); Stoo Cambridge (Graphics); Chris Yates (Hole Design); Stuart Campbell (Development)
INITIATED: March 1994
RELEASE: Christmas 1994

As the play approaches each green, the view switches to a close-up which shows the hole in more detail. Although, as you can see, there are four players lining up on-screen for their putt; but it may be necessary to reduce it to two or three, depending on the final speed of the game.



The rules of real-life golf have been followed pretty carefully; including drop shots for landing in deep water, that sort of thing. But if your ball's playable, you can wade in and get it. "We've been looking at graphics for the players who are up to their neck in the river," reveals Stuart. "That should be quite fun."



How much bigger are the players on the putting green then, Stu? "Er, I'd hazard a guess, completely roughly, and off the top of my head, about six times the size of the the little tiny ones." And of course, larger players mean greater potential detail — hence the guy with the white beanie hat. Or it could be white hair, apparently.

HOLDING ONE

So how far does Sensi simulate golf, then? Isn't there a danger, if the game becomes too arcade-y, of making it too simple?

"With *Nick Faldo*'s, or *PGA Tour*, or *Leaderboard*, you really have to memorise how far each club can hit, and things like that," claims Stu. "'Oh, I've got to hit 150 yards, that'll have to be a 9-iron. I think. Maybe.' And as an added bonus, you have to arrange your feet in the proper stance, and all that kind of rubbish.

"With *Sensi Golf*, you just go 'Right, I want to hit it that way, I want to hit it this hard, and BANG! Away you go. The big thing about it is accessibility."

Ah, so there are no confusing 'Swingometers' and things?

"Well, yes; there has to be a 'Swingometer' to determine how hard you hit the ball, and whether you slice it or hook it." Gosh.

Golf game connoisseurs will be interested to note that Sensi has taken the *MicroProse Golf* stance, rather than the *PGA Tour*, as far as Swingometers are concerned. Virtually all golf games have a long thin bar, which determines the strength and the fade of shot; but *MicroProse Golf* differed because it had a circular meter. A small difference you might think, but a very popular and successful one. And, if Sensi thinks it's easier to play...

"It's amazing," enthuses Stu. "Like I say, everybody who's played it — even techie journalists — we've just said 'Okay, you do this, you hit that there and it goes there', and within a minute they've got it. However, the deviousness of the game lies in the design of the holes, rather than the player's knowledge of golf. Some of them are very fiendish indeed."

How does Sensible do it? The tiniest characters ever imaginable, and they still look like they're concentrating as they swing the club! Stoo, the artist, is often considered lazy because of the tiny graphics (probably) — but consistently his characters are packed with feeling and realistic movement.

Perhaps it's more like a pitch 'n' putt, then. Or Crazy Golf, maybe? (Hey, I'm a journalist. I'm allowed to ask questions.)

"No!" he exclaims heatedly. "It's a full, ordinary round of golf. There are 500-yard and 400-yard holes, par 5s, and you get a full set of clubs."

But, as Stuart said earlier, there's no real 'techie' stuff in *Sensi Golf*. It even selects the best club for you to take your shot. Ahh, innat nice?

"It gives you the best choice of club, as well as how far away the hole is, and how far the currently-selected club will get you," Stu confirms. "So you don't have to do any of the complicated working-out. Sometimes, though, there'll be a hole that's 160 yards away; but if you hit it with a 160-yard club, you'll land in some water. Because, of course, the distance includes all the bounce and things; so you have to think cleverly, and perhaps hit a bigger club and make the ball stop dead near the target. That's where the gameplay, if you will, really comes in. After all, you should be wrestling with the holes, and not with the control system — that's our basic philosophy."

And it's a fine or

"I think so, too.'



TEA'S HOT

Despite being driven to include aliens and 1930's gangsters in *Cannon Fodder 2*, there are no such oddities in *Sensi Golf*. The traps are laid out as they would be on a real golf course: you know, bunkers, rough, out-of-bounds, woods, rivers, lakes... all the usual palaver. The designs may be "fiendish," but if it's basically a straight golf game where's the comedy? All Sensible games have some jokes in there somewhere — is *Golf* to be Sensi's first 'serious' game?

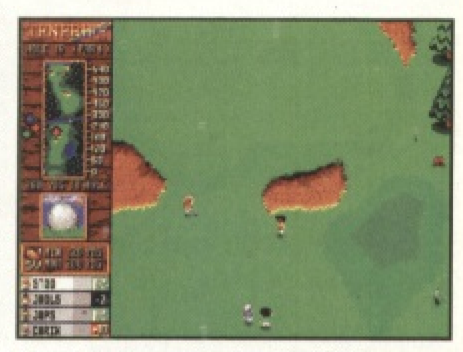
"There will be some little gags in there, but they're going to go in last," says Stu. "Currently, we're not near enough to completion to get them all in, so it's quite a serious game at the moment. It's a very straight golf game; but there's quite a long way to go yet."

There is one major difference, of course, between this and most other Sensi games: the size of the players. On the putting green, the little guys are suddenly huge; detailed players with real hair, and limbs which move realistically. What's going on?

"The ordinary players are the same size as in *Cannon Fodder*," admits Stu, "but in the zoomed-in putting section we've got some chunky big guys. That is only for the putting green parts, though. The game's still going to have that 'little graphics' look that all Sensible fans know and love."



And here's a picture of a guy picking up his ball. Although, we must admit, this is actually a mock-up — that is, a picture which the artist has put together to show how the game will look — it does give a good impression of the quality and variety of animation.



Sensible is continuing its 'little people' theme, beginning with Mega-Lo-Mania and, most recently, Cannon Fodder 2, with Sensi Golf. It means that Sensi lovers will be happy, the layout of the screen is nice and simple, "And," grins Stu, "it means there are less graphics to design... Oops, no, I didn't mean that!"



Unlike other golf games, the course actually scrolls around to follow the flight of the ball — whereas, say, PGA Tour will show the shot, and then flick to the landing position. If you've seen Cannon Fodder, you'll know what to expect — because it uses a similar scrolling engine.



Sensible's commitment to producing a "realistic, but ultimately arcade-like" golf game shows in these screens if you look carefully. The information panel on the left is much like any other golf game, with a small map of the hole (along with an arrow to show your position), the ball's current lie, the club selected and the relative score of each player. Excellent.

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REVIEWS







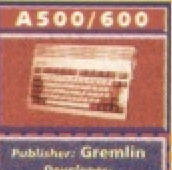


HOW DO WE DO IT?

At *The One* we believe that a picture speaks a thousand words. Each review begins with a short introduction, telling you what sort of game you're reading about and outlining the plot. Then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of the gameplay. Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out whether the game's for you or not. Though a review is written by one person, the whole team plays every game reviewed and the Verdict and scores are based on everyone's input. Based on years of research this is, quite simply, the best game reviewing system devised by man. Probably.

THE VERDICT PANEL EXPLAINED

A500/600



Publisher: Gremlin
Developer: Euphoria
£25.99 Out Now
Hard Disk Installable
Joystick/Mouse
Memory 1Mb | Disks 2
GRAPHICS 82%
SOUND 86%
PLAYABILITY 81%
LASTABILITY 71%
OVERALL 83%

A1200
CD32

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

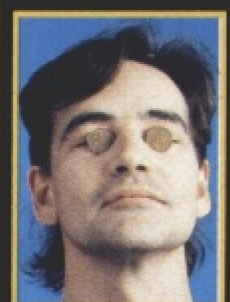
The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.

ANDY NUTTALL

The One's pretend editor reacted to his appointment by sodding-off back to The Land with No Vowels for a week. The reassuringly-boggle-eyed plucker of the Cymric Harp returned fortified by his sojourn amid the slag-heaps of The Principality, his ample belly swilling audibly with its sinister cargo of Mild and his confidence boosted by the lies of the hatchet-faced community of lace-makers whose familial bosom he besmirches with his candyfloss head. The first thing he said when he got back was: 'Oooh, Hello. I'm Aled Jones.'

MATT BROUGHTON

If the gleeted protomorph of our newly-delivered reviews editor wants to be taken seriously, then he had better stop using the word 'pants' at the drop of a hat, or indeed a trouser. If he wants to get on in this business then that stupid, 'Oh look I've just done something ever so handsome and clever' smile will have to go as well. You are not James Bond. Or Franz Kafka. You're a useless journalist working on Britain's second least-popular Amiga games magazine. What sort of name is KIAI anyway, oh would-be teen-idol?



HARRY ATTRILL

There's no fool like an old fool, and our Haz is both. Raised on rock, but with a mind more cluttered than a tart's handbag, the arthritic prod ed has finally bowed to the inevitable, and reviewed some games. Why? Because he'll get the sack if he doesn't, that's why. For the record, he insists that he must be permitted to point out that computer games are all, without any exceptions whatsoever, harmful to children, but that a career in the church definitely isn't; and you don't want to believe everything you read in the papers.



JO WINSLOW

She looks cuter than a slice of baby-seal pie, but recently she's developed a tongue as sharp as her taste in clothes. At first we put this down to her being a girl and that, but now we reckon it's pre-nuptial nerves. Apparently her boyf is not keen on her 'challenging' interior design for their home, which features Bacofoil curtains, mohair carpeting and furniture styled in Bahamian cork, which encourages the skin to repel excess moisture. Jo-Jo has put her daintily jack-booted foot down firmly and refused to consider 'something from Laura Ashley.' 'Who does he think I am', she fumed 'That utter twinkletoes Sarah Connor?'



CANNON

Originally, war was a horrible thing. Then along came Cannon Fodder, and it had never been so much fun. Now war appears to have got even sillier, with people actually looking forward to a nice bit of genocide! Matt Broughton goes over the top.



To say that most differences between *CF1* and *CF2* are graphical is being a bit kind, to say the least. In a revolutionary turn of events, rather than enemy soldiers coming out of huts, these aliens appear from teleporters. As you can imagine this makes, er... well no difference to the game play at all really. Doh!

The level designs in *Cannon Fodder 2* are much more vicious that the original. Take this level, for instance. Here you have only just enough grenades to blow up all of the enemy buildings, but as you work along the rows of houses, the next box of explosives is always slap bang in the thick of the action. Do you shoot everyone in sight and risk hitting the precious supplies, or creep around while your men get picked off? Decisions, decisions!

This is the level that gave both myself and the candyfloss man (Hmm, I think he means me — Andy) the most trouble, and involves battering rams on wheels. As if having these gits steaming towards you wasn't bad enough, should you actually manage to stay alive for more than about ten seconds (which isn't as easy as it sounds!) a witch arrives in a flying bubble-thing, and drop bombs on you. Sod me! Anyone for a learning curve?

You've only got to read our letters page to see how some people suddenly lose their sense of humour as soon you poke fun at something they care about. Most folks will happily laugh at jokes about death, illness, cruelty to animals — anything, really — but as soon as the topic comes round to something they don't consider funny, they grab their pens and start writing hostile letters to all and sundry.

I know I've done it. I laughed at a joke about cremation one week, but two weeks later it didn't seem so funny because we'd just had to roast my cat (see, now I'm even making jokes about that!). That's just the way humans are. Mind you, though we've rattled a few cages in our time (you should see the effect calling a policeman 'Johnny pig' has!) no one has managed to surpass Sensible Software's excellent coup, whereby releasing a shoot-'em-up game under the heading 'War has never been so much fun' they managed to get just about every surviving old soldier up on their collective soap boxes (which anyone who's ever seen an ageing wrinkly over the age of 60 trying to get out of a chair will appreciate is no mean feat).

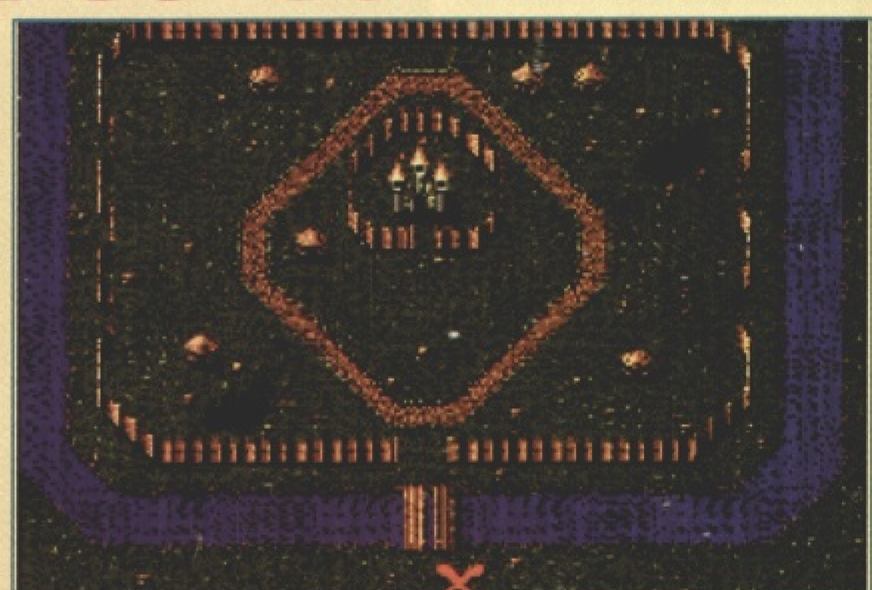
Well, never mind your D-Days and poppy-day parades, Sensi is back, only this time it's cleverly avoiding any unwanted complaints by sending the familiar little green lads up against aliens, Chicago gangsters and medieval knights (the new motto is 'War has only ever been this much fun once before').

Basically, things haven't really changed much since last time. You're still in charge of up to four 'troops', all controlled with the mouse, and all more than happy to shoot bullets, rockets and grenades at anyone you tell them to.

The missions come thick and thatched; some short blood-bath affairs, others more absorbing strategy romps. None of it requires explanation, plot or instruction, because if you can move a mouse and tell the difference between a tree and an enemy sniper, you're pretty much sorted.

MAPS A GO-GO





As with the original Cannon Fodder (a phrase I seem to be using a lot) you can call up an overall map for the level you're currently on. As you can see, some levels are enormous sprawling multi-screen jobbies, while others are but a single screen in size, relying on sheer gittishness for their delight.

FODDER 2

TRY AGAIN

This may look all very pretty, but believe me, by the time you get to these last missions, you really don't stand a chance unless you've got about a zillion spare troopers. To suggest that you're outnumbered at all times is, well, balls really. Needless to say, these alien planet flowers and the words 'TRY AGAIN' go hand in hand.

Hello! What's going on here? If I'm not very much mistaken, I've just been kidnapped by the aliens that appeared at the end of the last level, and whipped off to their home world. Apart from giving the game an excuse to have spaceship levels, this little scenario ditty also means that the aliens can drop me off back on Earth, but at different points in history. Ah, now I understand!

Being a bit of a git, the first thing I did when I saw this level — complete with a field of pigs — was to run around shooting the little porkers. It was only once I got close enough that they got their revenge, turning out to be booby-trapped! Yes, get too near and you'll hear an evil little chuckle, complemented by a puff of smoke and the smell of bacon. In fact, look just to the left of the cursor and you'll see an 'only just ignited' pig about to burst. Yuck!

Through another weird twist of fate (the aliens have dropped me off about sixty years too early) I seem to be stuck right in the middle of a gangster-ridden Chicago. In honesty, the only changes are graphical and all it really boils down to is the same old tactics, but it's always nice to see the little Sensi men in different costumes. Anyone for a game of *Football Glory*? Whoops! Where's my lawyer?

As if things weren't hard enough on this level, there's also an enemy chopper doing its best to drop bombs on your head. Though there's a friendly gun emplacement slap-bang in the middle of this level, you can only blow the chopper up when it has landed. This means that you have to get to the gun before all the enemy soldiers kill you, gun them down (revenge!) and then scamper off towards the whirly-bird before it takes off again. Phew!

To keep the individual mission themes consistent, it's not just the enemy that change with each scenario, but the vehicles as well. Gunships and Tornadoes weren't exactly easy to come by in the late twenties, so how d'ya fancy the latest in hot air balloons? Yep, get your little fellas into this beauty and it's zeppelins-a-go-go. Now, where's that stairway to heaven?



Hmm, looks a bit familiar doesn't it? Needless to say, I've only really included this caption to point out the fact that most of Cannon Fodder 2's presentation is identical to the original. You'll also be glad to hear that the ever-informative "Kill All Enemies, Destroy Enemy Buildings" instruction screen remains. Phew. Thank Sensi for that!

(Circle): Some of the alien landscape is extremely weird, to say the least. Couple this with the force fields, indestructible robots, and bottomless pits, and you're in big trouble. Fortunately, on this level you've got use of a nice little vehicle which, as in the original game, can be driven over ramps to jump across to individual islands.



Hang on a minute! What's going on? It only about mission five and some sort of UFO has appeared. As if I haven't got enough to worry about! I'll just bet that this ship is the key to the entire game's clever and almost novel-like plot.



Sensi really have surpassed themselves with the sheer gittishness of some of the levels in *CF2*. Though this particular level consists of only one screens-worth, it very kindly starts you standing between two barrels full of grenades. Suffice to say that as soon as the level starts, a gunner on either side of the screen shoots at you, giving you something in the region of one point six seconds to get as far away as @*%$ possible! Did I also mention that you only have one soldier to complete this level with? RUN!

THE VERDICT

There's no arguing that the **Cannon Fodder** concept is a brilliant one, but as far as reviewing it as a sequel goes, I must say that I'm a bit disappointed. Other than new title music, things are instantly 'ever so familiar', with the same tunes, graphics, menus, briefings, sound effects etc all used throughout. This leaves the player feeling as if he's simply bought a data disk (for £35!), which I guess is okay if you live and die under the banner of 'Why fix what isn't broken?'. But if you ask me, it's just as likely to be laziness on the part of the programmers — how long would it have taken them to make things seem different, even if they're exactly the same underneath? Of course, to look at this as a data disk is okay, because with something in the region of 70 levels, some of which are quite huge, you're certainly going to be playing for a fair while — just as long as you don't mind more of the same. Apart from this apparent lack of 'sequel-ness' my major criticism is the difficulty level. Both myself and Andy (not exactly crap games players) found some of the levels quite simply horrendous, and though I'm sure there'll be dozens of people writing in saying 'Oh it was really easy. I completed it in a day, you plonkers', I'm also quite sure that there'll be many, many more that don't. This is a real shame, as it takes **CF2** close to being intensely frustrating at times. The time travelling and alien-encountering ideas are very nice and all that, but they only affect the graphics, not the gameplay. To conclude, if you haven't got **Cannon Fodder** yet, buy it first. If you've got **CF1**, love it, and want seconds, only harder, look no further — but, if like myself you've played **Cannon Fodder** to death and would've liked to have seen the game developed in some way, I think you'll be just a bit disappointed with **CF2**. Still, it's excellent fun, and if it hadn't been so lacking in the sequel dept. It could easily have scored so much more...

A500/600

Publisher: Virgin
Developer: Sensible Software

£34.99 Out Now

Not Hard Disk Installable

Mouse

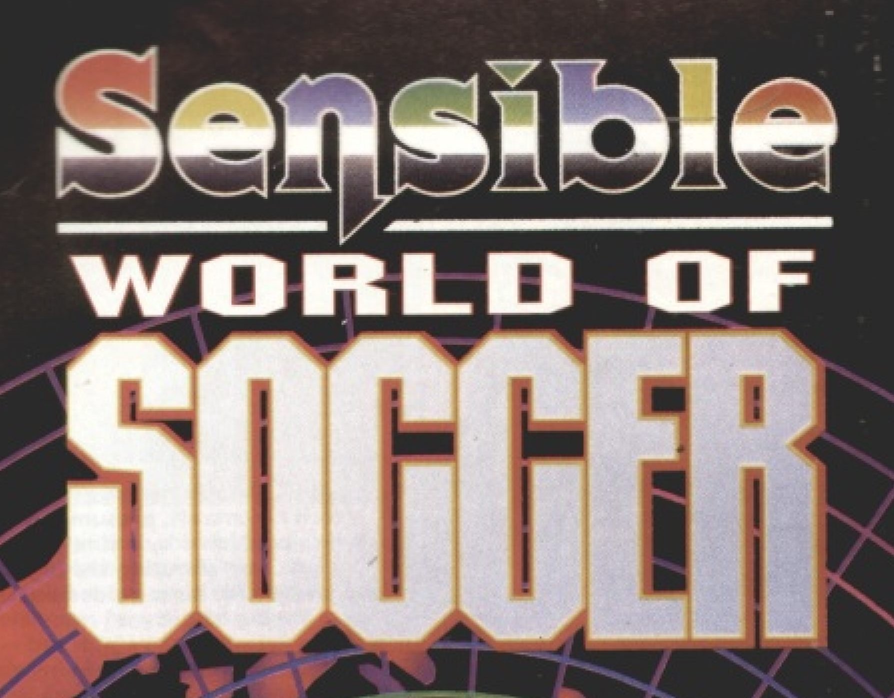
Memory 1Mb | Disks 3

GRAPHICS	86%
SOUND	86%
PLAYABILITY	88%
LASTABILITY	88%
OVERALL	85%

A1200 **CD32**

There are no plans to produce an A1200 or CD32-specific version of *Cannon Fodder 2*, but there's a fair chance that an identical CD port with appear at some point in the near future.



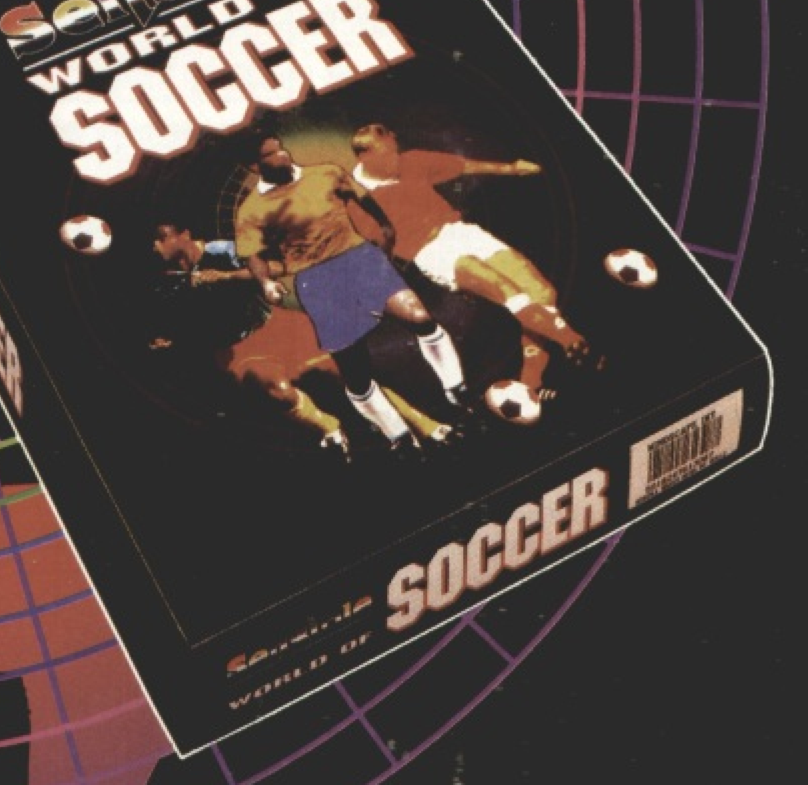


The Beautiful Game

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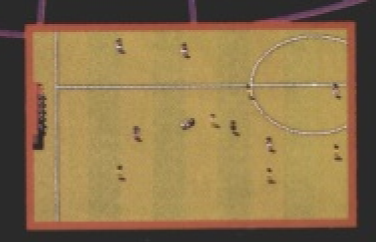
Features include:

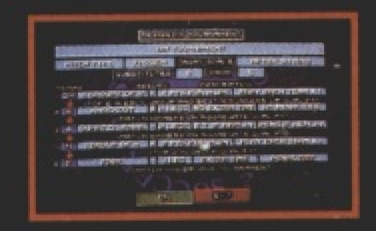
- Accurate 94/95 Season Data on over 1400 club & 131 national sides from around the world
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- Mid-match substitutions and tactics change
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- Over 26,000 individual players
- Probably the most comprehensive store of football information ever assembled













The most comprehensive management game EVER !

JUNGLE STRIKE

It's the 'Winter of Discontent' all over again for Johnny Rainforest, as his trees up-root to join some lefty creepers on the picket line. Yes folks, it's a Jungle Strike and the Welsh Whirlybird Andy 'Cyclical Stick' Nuttall has got the wrong end of it. Again.

Just as the consoles are getting to grips with *Urban Strike*, a downtown Washington-based slice of terrorist pie, us Amiga owners (or 'Amigans' as some wag seems to have re-christened us) can, ah, console ourselves with *Jungle Strike*. The second in the series of three *Strikes*, *Jungle Strike* follows on from the *Desert Strike* scenario where nasty, evil Middle-Eastern dictator General Kilbaba waged war on the US. Quite why he waged war is unclear (with my memory, at least), but the fact that the idea took the form of a game shortly after the Gulf War might shed a bit of light on it.

Jungle Strike, though, is a whole different war game. This time it's not General Kilbaba who's the enemy — it's Ibn Kilbaba, his son. And although Ibn has no political problem with the Allied forces, he certainly has a problem with you — because it was you who was responsible for the death of his father. (Just how he knows that you bought *Desert Strike*, never mind killed off Kilbaba snr. remains a mystery. Perhaps he just doesn't like your filthy western face).

So, having lobbed a minimal-Megaton nuclear bomb at some tiny atoll in the Pacific, to serve as a warning for any Allied force which might doubt his commitment to The Real Thing, he's now threatening to kill off a few innocent civilians. And that's when you're drafted in. Piloting a similar chopper (a Comanche, twirly-bird fans) to last time, armed with, similarly, a chain gun alongside Hellfire and Hydra missiles, it's off to the jungle we go.

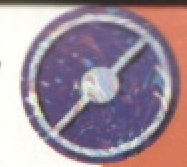
Follow the mission briefings to the letter, and you'll do fine — because everything is laid out clearly for you in your cockpit. The position of missile installations, barracks, fuel dumps and landing pads are shown at the twitch of a joystick; all you really need to do is fly — and when you meet an enemy, shoot him. It's as simple as that. Or, as they say in Kuwait, is it?

Jungle Strike's nothing if not subtle. The enemy has built this super-hi-tech hovercraft, presumably to ferry terrorists, or something. Anyway, it's protected by a similarly hi-tech forcefield, which can be destroyed by... yes, shooting the big target-like thing next to it. Honestly, so much for laser-guided missiles, you might as well just put up a sign saying 'shoot me'.

(Left): Wait a mo... is this the right game? Sorry, I thought it was *Desert Strike* for a mo. Yes-sirree, we're now smack-bang in the desert plains, where Kilbaba's troops are trained before entering the war zone 'proper'. The idea is to kill them all while they're still wide-eyed and helpless, so they can't do any damage. The training camps are easy to destroy, unlike their guards who are heavily armed and armoured.

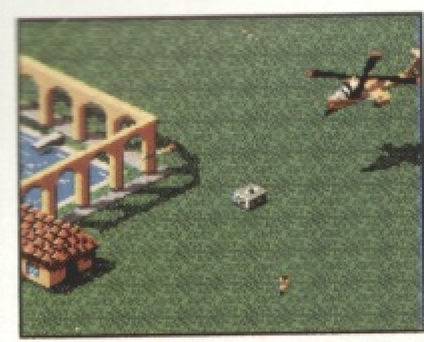


The second-to-last level (level seven, that is) is called River Raid — a brilliant SWIV-style game from Activision on the Atari VCS. Sadly, the gameplay doesn't follow its namesake, but it does have some rivers in it. There's also an F-1117a Stealth Bomber somewhere, but sadly it's so stealthy I couldn't find it.

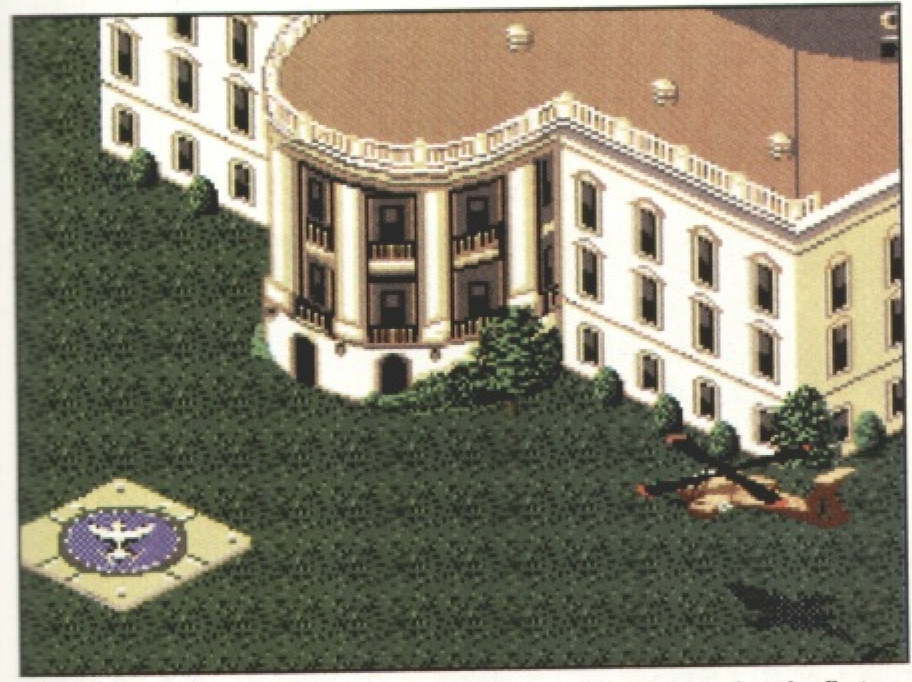




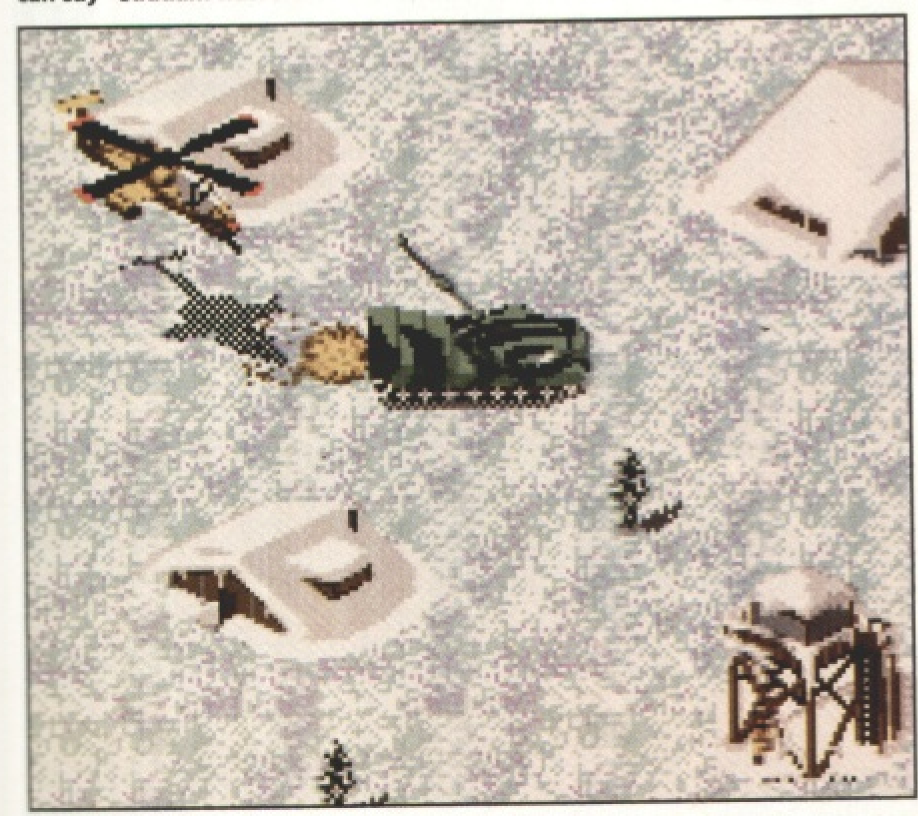
It might not look like it, but this is really a night-time operation. To show you it in pitch-dark would be silly, because it's difficult enough to see your way around when it's on the screen. The only way to see anything is when the guns flash — which means you've got to start attacking things... or wait for things to attack you.



Strange, that a well-known world-wide almost-hamburger chain should show up in the middle of a war-torn jungle. Actually, it's not — but it is, in fact, the HQ of the dreaded towel-head, the evil Kilbaba. And if you're skilful, you might even get to 'kill Kilbaba'. Ha ha ha ha haaaa.



Get used to this screen, because it's where you start — and end — the first mission: to rid Washington DC of the evil terrorists. Carrying out your extensive range of missions can be tough, but add into it an extremely tight time limit for each section, and you'll be straight back to base quicker than you can say "Saddam Hussein".



At several points in *Jungle Strike* you'll find that some Allied troops have been captured by the enemy. Rescue attempts have to be made, Syndicate-style, to kill the enemy and lower the old rope ladder for the good old Grunts. Strange thing is, though, that you can't kill your blokes, which takes a lot of the suspense and strategy out of the rescue missions.

THE VERDICT

It might be petty, but the first wrong thing I noticed about **Jungle Strike** was almost at the beginning of the intro animation. Rising into a sky filled with the JS logo, your chopper faces you and opens up its weaponry to a rousing console-like soundtrack. As five or six missiles fly either side of your telly (obviously the pilot is blind, or aiming at a target just behind you) you can't help but notice the orientation of said armaments. The missiles, bless them, are actually flying sideways! Now, yes, that would be nit-picking, but sadly the same skewed missile technique has passed into the game. I can't speak for the console version, because I haven't seen it, but in **Desert Strike** on the Amiga, the missiles came out of your 'copter in a straight line. And they looked great. So where have the straight lines gone? And why? If you can bear that, then you'll find a good and challenging game in **Jungle**. The missions are more difficult than before, but they're still not stupendously hard — and your Comanche now has the added bonus of automatic weapon aiming; so as long as you fire in the vicinity of your foe, you'll get him. Somehow the game doesn't seem quite as threatening as **Desert Strike**, maybe because of the Gulf 'thang', and essentially for **Desert** vets it's more of the same. There's a wide range of new scenarios — not simply jungle, as it would first appear — which bring in all sorts of new characters and missions, but it's easy to be initially put off by the first Washington level and all its lush, green but ultimately dull parks. **Jungle Strike**'s a fine game, which will both prove a challenge for **Desert Strike**-ophiles, and a good solid blast for first bloods. Roll on then **Urban Strike**, for wee weesh to bomb zome of your Eenglish townz...

A1200

Publisher: Ocean
Developer: Hyperial

£25.99 Out Now

Not Hard Disk Installable

Joystick/Keyboard

Memory	Disks
2Mb	3

Rating	Score
GRAPHICS	79%
SOUND	85%
PLAYABILITY	87%
LASTABILITY	90%
OVERALL	86%

CD32
A5/600

Yeah, versions for both these machines will be released at some point in the future. We don't know for sure what the differences will be, although we can hazard a guess that there won't be any radical alterations. Informative, huh?

Yes, it's Premier Manager. And, yes, predictably, this time it's 3. But does Andy Nuttall think a third comeback is justified? Ahh... now that would be telling. Er, which is what he is about to do. Interestingly.

PREMIER MANAGER 3



There are several things a reviewer hates. One is actually having to review games. Of course, there are exceptions (*Ruff 'n' Tumble*, *Aladdin*, *Elfmania*, etc.) but for the most part we've pretty much seen it all before, and thus falling into cynical journo mode (do the words Penn and Gary mean anything to you?) is almost inevitable.

The second thing a reviewer hates is having to snog a game to death. Okay, so it's a joy to play-test these things (again, the examples above apply here), but having to stroke them publicly for the length of several pages is a bit embarrassing. After all, there are only so many ways to say "I love you".

But the thing a reviewer really, really despises is a football management game. And worse still, one that's any good. The reason for this? Because, for starters, there's no plot as such. We may be inundated with platform games, but at least each has a story line, and the same goes for shoot-'em-ups, adventures and RPGs. Bang goes your intro.

Also, underneath the different visuals and graphic frills, all football management games are essentially the same. With few exceptions, they're as up-to-date as humanly possible, and allow you to arrange friendlies, edit your tactics, pick your squad, and make substitutions whenever you deem necessary.

And *Premier Manager 3* is no exception. But neither was *Premier Manager 2*. Nor *Premier Manager 1*. So are these all the same game repackaged and re-released? Well, no. With each new *PM* chapter, Gremlin has at least tried to add things here and there to make the game subtly different. New features in this instalment include an Assistant Manager, an all-new match display, and stricter club chairmen who'll not hesitate to give you the sack if you're not up to scratch.

Premier Manager Vets will undoubtedly be drooling already, but what about the rest of you? Actually, with all the copies the first two have sold, that doesn't really matter, does it?

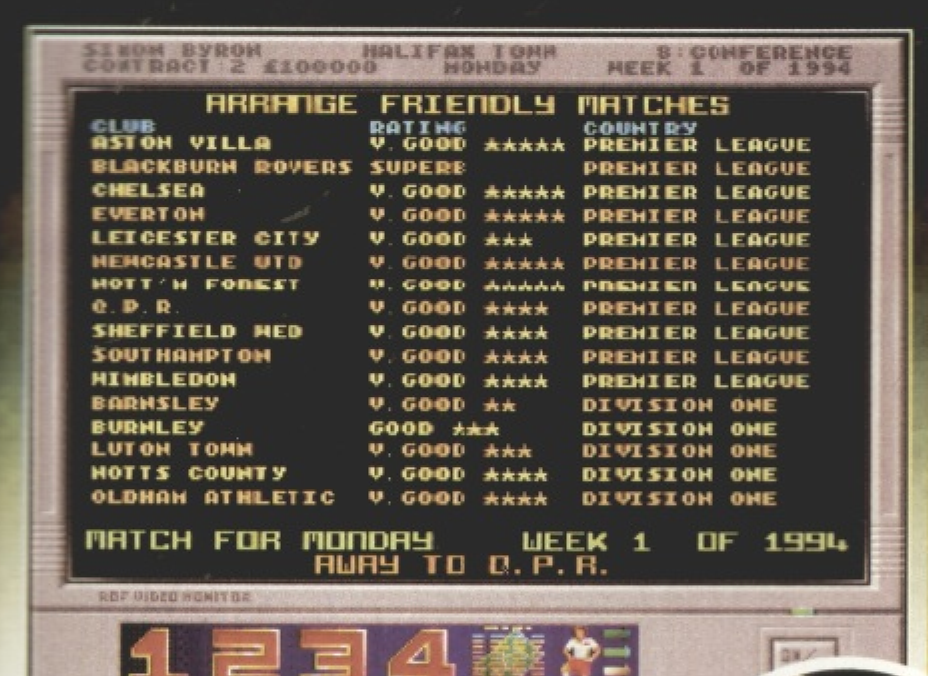
Here's the main screen from which you control your footballing empire. Almost every conceivable snippet of information can be viewed from this screen, from how the Cups are progressing, to all the league tables. The gorgeous bit of totty in the black-and-white mug-shot on the left, by the way, is in fact my girlf. Actually, it's not — it's merely one of the photos you can pick at the start of the game



"Cor, it's just like *FIFA Soccer* but smaller," is one thing that couldn't really be said about the way the matches are displayed. As the game progresses, the players move around the pitch to indicate in which areas they're currently occupying. There are plenty of things to do other than sit back and watch the blokes legging it around. You can toggle the ball off or on (for some strange reason), change tactics and even speed up or slow down the action. Who said football was boring?

During each match, key moments are pulled out in the form of these still pictures. Okay, so this may not be as exciting as *OTB*'s method, but they're made more interesting with the use of samples which proclaim (in this instance): "Oooh, what a luvverly save..." However, after a few matches things to tend to repeat themselves, as there is a set number of pictures and samples.





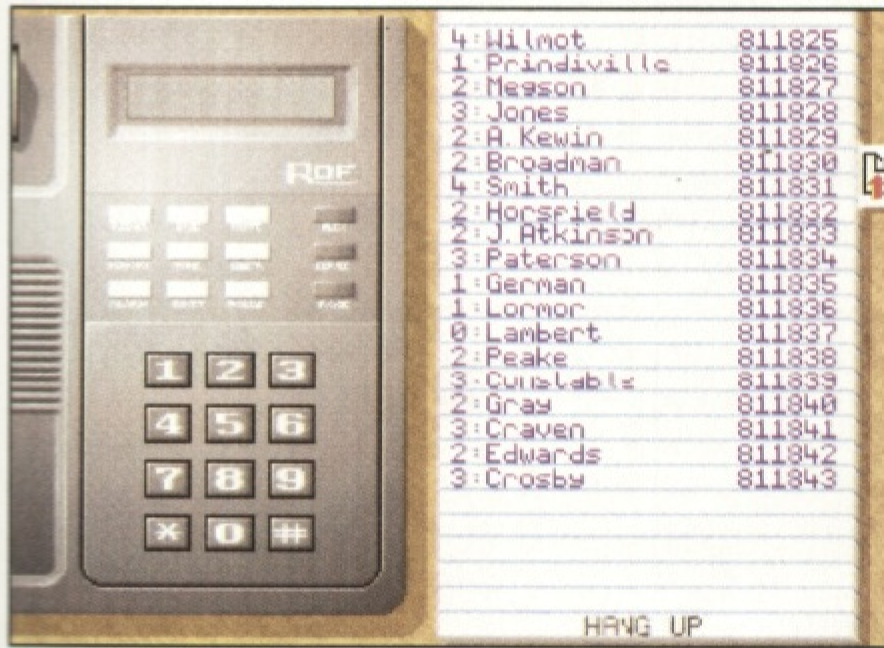
Before the season kicks off in earnest, you can opt to play up to four friendlies against teams of your choice. Although it's tempting to go for the big-name sides (though not in this case with QPR, of course), doing so will usually result in a heavy defeat which demoralises your players. It's much better to challenge poorer sides as this gives you the opportunity to experiment with tactics without too much risk.

TOTALS	HOME	AWAY
POSSESION TIME	50:20	35
YELLOW CARDS	0	0
RED CARDS	0	0
PLAYERS INJURED	0	0
CORNERS	1	0
THROW INS	1	0
FREE KICKS	0	0
PENALTIES	0	0
SHOTS ATTEMPTED	12	1
SHOTS SAVED	4	1
SHOTS MISSED	3	0
ATTEMPTED TACKLES	41	57
TACKLES WON	27	14
TACKLES LOST	14	43
ATTEMPTED PASSES	77	66
GOOD PASSES	38	30
PASSES INTERCEPTED	12	12
BAD PASSES	27	24

WED WEEK 1 OF 1994 RDF DATAFAX

MATCH NEWS FIXTURES RESULTS

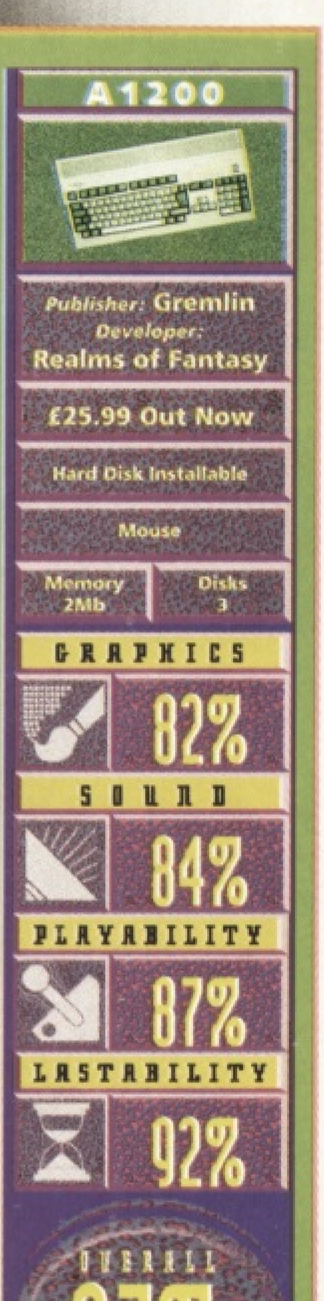
The fax machine is an invaluable tool. Not only can you waggishly photocopy your bum and send it to the other managers, but the latest transfer news and info concerning grants, player injuries and your financial situation can be found here.



It's good to talk, according to some bald-headed cockney goblin, and you can do loads of yakking in *PM3*. You can ring up a player and sack him (preferably on Christmas Day or something), offer him a bonus to increase his morale or even extend contracts and stuff like that. And if you fancy adding an extra player to your squad for no money, then call up a rival club and ask if they'll lend you a player.

THE VERDICT

Out of all the millions and zillions of football management games doing the rounds, the **Premier Manager** series has always been the most user-friendly. Thankfully, that hasn't changed with this addition. The clear, bold icons representing the various functions are still there, so it's easy to fumble around the game before getting stuck into the manual. But it's only once you do start ploughing through the mighty tome that **PM3**'s depth becomes apparent — no aspect of managing a football club has been left out of this simulation. This is, one presumes, why Gremlin decided to include an Assistant Manager, and his help is invaluable to the novice as he can concentrate on the day-to-day running of the club while you spend the majority of your time building up your squad and working out the most effective tactics. The game engine is as solid as ever, enabling you to change almost every aspect of your team through transfers, altering the tactics, sacking players and all the rest of it. But a lot has changed since the last **PM** game. Since then **On The Ball** has showed Amiga owners the level of in-match presentation they can expect. And, sadly, Gremlin's new isometric representation of how the game's going just doesn't come close to **OTB**'s stunning animations. In Gremlin's defence, though, this isometric view gives more information than the previous method (which, you may recall, was just a load of flashing lights) and the superb in-match samples – the best of any footy game's, management or otherwise – manage to generate a tremendous atmosphere. It has to be said that **Premier Manager 3** is the best the series will ever get. But I think Gremlin has added just as many bells and whistles to an otherwise plain game as it possibly can. And although it deserves to sell as many as it's going to, I'm sure that even the most enthusiastic manager would think twice about buying a fourth one.

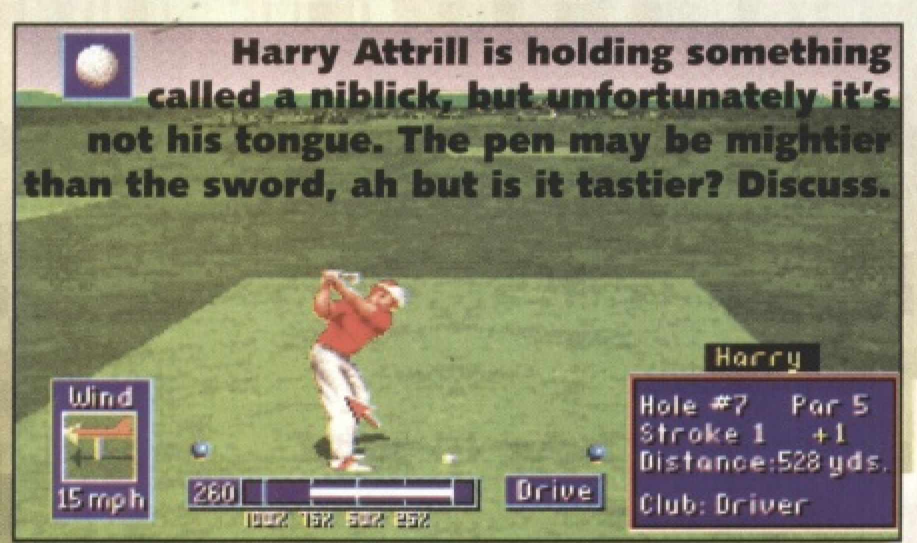


CD32 A CD32 version would be almost impossible, due to the amount of memory a saved game fills. The future looks a bit more rosy for A500 owners, who'll be getting their own version — with fewer samples and slightly duller graphics — shortly.

A5/600



PGA EURO TOUR



Harry Attrill is holding something called a niblick, but unfortunately it's not his tongue. The pen may be mightier than the sword, ah but is it tastier? Discuss.

You choose your club (though the computer will do this for you) select the best line (the computer gives you a default) and calculate the 'power' of your stroke as a percentage of the ball's distance from the pin, using maximum distance hittable by your club as 100 percent. There's a power meter at the bottom of the screen; and you have to click the mouse button once to start the swing, a second time to stop it and a third to bring the arm back to hit the ball. Fail to stop on zero, and you'll draw or slice your shot.

I hate golf; I like this game. 'Ah, but then life is a paradox', I hear the worldly-wise among you crow. Pooh, I say, and fiddlesticks! There is nothing remotely paradoxical, or even, to coin a phrase from Matt's Dad, who bought me a pint the other day, oxymoronic, about the two phrases I have so teasingly juxtaposed at the beginning of this paragraph. Don't be vexed dear reader, soft, I shall elucidate.



PGA features Skins (you play for 'money') and Match Play options which are jolly exciting two or more player, er, options. Nice shot eh?

Hitting the ball properly is a co-ordination cocktail, featuring a reactions test, a fairground shooting range and subtracting very quickly at darts. Easy to get right. East to balls up.

Golf is a game beyond my comprehension. I get the bit about hitting a ball into a hole, and am prepared to concede that this might be fun — for a while. It's also, obviously, quite a hard thing to do and takes practice. I'm also all in favour of nice long walks. What remains is either very silly, or disgusting.

The clothes are silly and the trousers especially so. The hats are absurd. 'Disgusting' are the Golf Clubs and the pathetic collection of 'businessmen,' snobs and sundry social climbers who generally belong to them. Disgusting too, the thousands of new golf courses which will one day swallow-up all England with their mad pastiche of the Scottish Highlands. I hate golf, me.

Fortunately *PGA European Tour* is sufficiently removed from real golf to render such rabid prejudice redundant. I do not have to walk through a plastic landscape carrying a big bag of sticks. I do not have to wear a collection of clothes knitted by David Coleman's mum and will never have to crawl in front of a suburban cabal of bank managers and dentists waving a fat wad of cash and squealing: 'Please like me. For I love my Volvo and will lick the evil smelling humus from its mud-flaps every Sunday, without fail'. I hate golf.

THE VERDICT

PGA European Tour is easy to grasp and rewarding to play. The menus are simple to use, the options are 'easily turn-off and onable' and you don't need to know the first thing about golf to enjoy it. The courses are varied (only a golf-fiend would know whether they are accurate) and have been rendered rather nicely by the artists, and in this respect the game represents a big improvement on **PGA Tour**. Water reflects the sky and balls splash dolefully when they hit it. Trees have leaves which rustle when a ball crashes through their branches, while the players swing like they do on the telly and share the same psycho-pastel taste for the sportingly casual. The sound is the only marginally naff thing about PGA. The thwacks and swooshes of the clubs and the little squeak as the wind vane turns are fair enough, but the music is pretty dire and the claps, gasps and sighs of the crowd seem odd. Why? Well, because there is no crowd. Not a single sausage lines the fairways. And yet spookily from somewhere there are these noises. When two or more of you play **PGA** (and this is the brilliant thing about this game), the groans, expletives and exclamations of delight are for real — we all got told off the other day for 'having fun' in the office — and so the canned spectators, which aren't there anyway, seem superfluous. Golf games stand or fall by their control method and **PGA** scores a hole-in-one. 'Pars' and 'birdies' are gettable, but consistency is a bit of a bugger to achieve and this, they tell me, is what makes golf an addictive game. One player can kill a few desultory hours, but two, or three can turn a wet winter afternoon into a party. Which is what computer games should be about. I like this game.

A1200

Publisher: Ocean
Developer: The Dome

£29.99 Out Now

Hard Disk Installable

Mouse

Memory 2Mb | Disks 2

GRAPHICS 84%

SOUND 75%

PLAYABILITY 90%

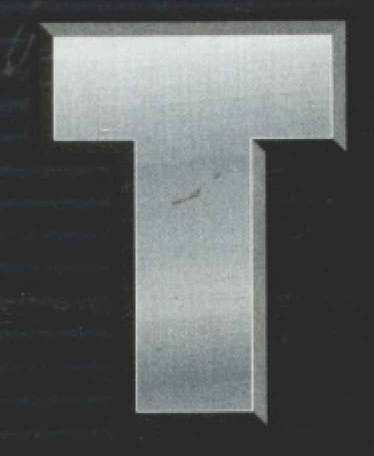
LASTABILITY 88%

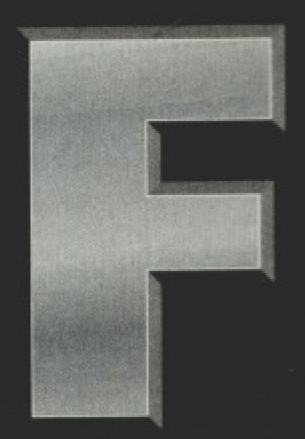
OVERALL 88%

CD32
A5/600

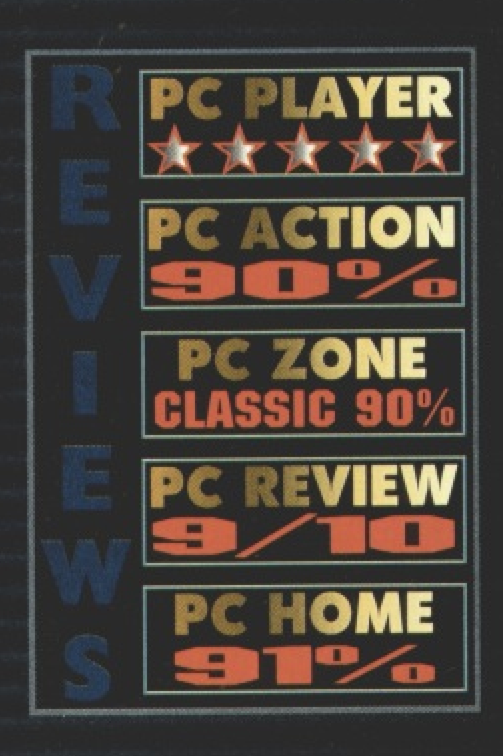
An A500 version is planned at £25.99 and will be virtually identical, save for the texture-mapped trees which will be vectored. A CD32 is unlikely unless sales of other games on the platform are spectacular. Which is also unlikely.

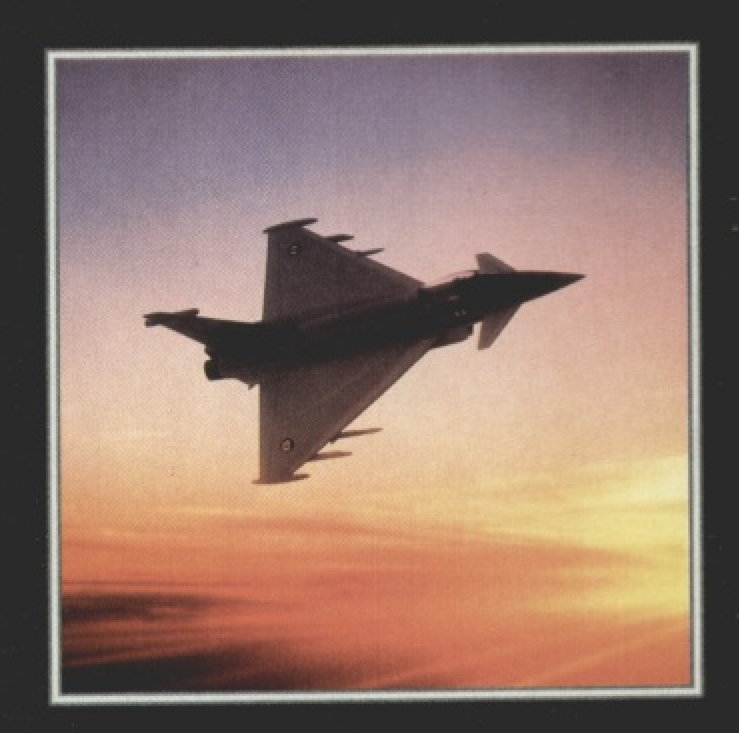
There are driving and putting ranges too, so that you can get used to the control method and option screens, like this one, which give you more detail as you go along.











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"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW

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ZEEWOLF

Matt Broughton always wanted a big black chopper like Jean Michael Vincent's, but seeing as how Airwolf was busy killing people, he settled for the next best thing — Binary Asylum's Zeewolf.

When our good lord, Simon Byron, was still with us (sob, sob) we would oft' sit and quaff a fair few flagons of ale, slap our thighs, and set the world to rights; often talking for hours about just what it is that makes us what we are. If there was one thing that we agreed upon, it was that all real boys love helicopters, missiles, and explosions. As far as we were concerned, if you didn't like the above, you weren't worth spitting on.

Well, the gently balding one has indeed timed his departure poorly, because a game featuring not only helicopters and missiles, but some of the most satisfying explosions ever has plopped into my lap (and what a lap it is!).

Zeewolf is a sort of strategy/shoot-'em-up, but with the extra complication, nay graphical treat, of being in a 'scrolling-3D-polygon' styley. The plot is the normal 'you against the world' affair, only this time you have the latest helicopter gunship at your disposal — the *Zeewolf*. Armed with a limited supply of cannons, plus missiles of both the unguided and guided variety, it's down to you to work your way through some 30-plus missions, destroying specific targets, rescuing key personnel, and generally wreaking all sorts of havoc and mayhem over enemy territory.

Each mission contains a number of sub-tasks, which can be approached in whatever order you fancy, although it's obviously advisable to, for instance, clear an area of enemy tanks before escorting an unarmed aircraft over that part of the map.

Needless to say, if you fancy a great deal of death and explosions, you certainly might want to cast you eyes in this direction — and remember, above all else, LOVE YOUR HELICOPTER!

The game is quite helpful in that it lets you know when you've completed any of the specific mission objectives. Here I've just managed to take out two enemy choppers with my tasty homing missiles, and thanks to the accompanying message, I now know that's the last of 'dem buggers' I'll have to deal with. Now, where's the toilet? I'm busting.



This is the closest thing you have to a home — the aircraft carrier. By landing on the enormous 'X' you can drop off any prisoners, while any escorted craft can also be set down. The carriers are generally set in safe areas of the map, so should you get your buttocks well and truly roasted, grab some armour-rewarding prisoners and get back here as soon as poss.



Throughout the game, you'll find a number of prison buildings which can be shot open, allowing you to then land and collect the unfortunate prisoners within. Similarly, when specific personnel are being held hostage as part of a mission, the enemy domes and garages can be blasted apart (in a Kinder egg kind of way) to reveal the little darlings inside. If you can get these back to your carrier without dying, you'll be awarded extra armour. Hurrah!



As part of your overall mission, you'll quite often be asked to escort allied aircraft to specific targets. Escort duty is fairly simple, requiring you to just turn up at the pre-arranged rendezvous, and then, er... escort (nice turn of phrase mate — Andy.) that chopper, aircraft or whatever to either a friendly carrier, or a military target. Of course, you need to make sure that any hostile forces are dealt with along the way. [Damn! Harry says 'shepherd' would have been the perfect synonym].



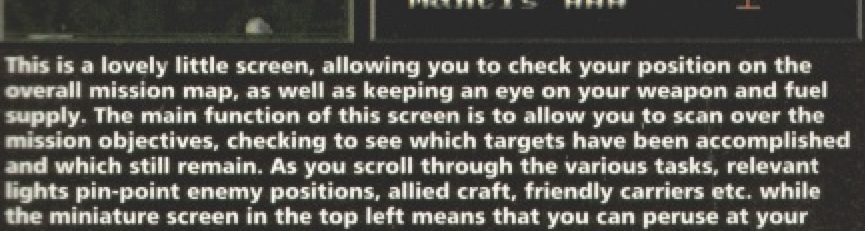


Seek and Destroy
Find and eliminate enemy AA sites.

Active
Mantis AAA

This is a lovely little screen, allowing you to check your position on the overall mission map, as well as keeping an eye on your weapon and fuel supply. The main function of this screen is to allow you to scan over the mission objectives, checking to see which targets have been accomplished and which still remain. As you scroll through the various tasks, relevant lights pin-point enemy positions, allied craft, friendly carriers etc. while the miniature screen in the top left means that you can peruse at your leisure without worrying about what's going on back in the 'real world'.

Before each mission you receive a briefing, outlining each individual task that must be completed before you can leave that particular theatre of war. Here you can cycle through the separate objectives, checking the map for highlighted areas and information boxes. This is a jolly dandy screen, as not only does it give you tons of waffle, but it also spells out the key objectives in NICE BIG WHITE TEXT. Very handy.





You'll be glad to know that you're not alone in this harsh world, and can actually airlift allied tanks, or Buffalo as we like to call them (for some reason), into the heart of enemy territory. Providing you remain vaguely in the same area as the Buffalo, these happy chaps will trundle around shooting anything they see. You can also transport allied craft in this way. Groovy.



On every carrier and frigate you'll find one of these strange-looking chaps that go by the name of Camels. The Camel is basically a resupply vehicle used to rearm and refuel the Zeewolf. All you have to do is land nearby, and wait for the happy dromedary to oblige, as it inserts it little probe 'up you' and does the biz. You can then select how many cannons, rockets and homers you want (providing you've got the dosh, obv).

THE VERDICT

I don't want to kick off with a bummer, but the first thing you notice about **Zeewolf** is how slowly the game runs. Get into a enemy intensive situation, and things slow down to a chug-a-lug speed, leaving you to watch helplessly as your frighteningly/frustratingly cow-like craft pulls the slowest turn ever in an attempt to get away from the infuriatingly accurate homing missiles. Attack a base with multiple missile launchers, radar, tanks and aircraft, not to mention any of your own Buffalo nearby, and things become very nearly unacceptable altogether. The mouse control does go some way to improving the craft's performance, but is ultimately awkward and often saves your neck simply because you flail around wildly out of control or just bounce, like a nutter, off any available surface. Game play-wise, **Zeewolf** is quite satisfying, with a **'Desert Strike** meets **Apocalypse'** feeling, as you blow up buildings and rescue hapless folk. The mission briefings are well presented, each accompanied by detailed map pointers, while the numerous elements to each mission add a certain amount of strategy. The graphic style of **Zeewolf** is its main selling point, although the targeting system can be a little bit clumsy, 'homing in' on dead targets. Asylum has been kind enough to enable you to restart a mission without the loss of a life (providing you have enough armour left), but the game's design means that you could spend 20 minutes completing a mission to 99 percent. Then should, say, a stray bullet kill one of your hostages, that mission becomes 'uncompletable' and you're sent back to the beginning. Perhaps this adds longevity to the game, but I personally found it a pain. An 80 percent mark puts **Zeewolf** one percent below "extremely good. Top notch impressive." This gives the game justice for what it is; a decent strategy/shoot-'em-up, ultimately let down by its poor speed. Shame.

A500/600

Publisher: Binary Asylum
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Mouse/keyboard/joystick

Memory 1Mb | Disks 1

GRAPHICS	83%
SOUND	80%
PLAYABILITY	82%
LASTABILITY	78%
OVERALL	80%

A1200
CD32

Zeewolf on an A1200 adds dramatically to the game's playability, simply because of the speed improvement; so add some extra points. There are no plans to do an A1200 or CD32 version, but that may change if this version's successful.



SUPER STARDUST

Money for old rope? Certainly not — this game is completely different to its predecessor. Okay, so it isn't, but according to Andy Nuttall that's no bad thing.



The more observant of you will notice that the ship has been redesigned. And this is not the only thing to get a fresh lick of paint. Everything, from the bullets to the backgrounds, have been redrawn with more colours and more animation frames. The result is pretty breathtaking — especially the spiral of flames which wipes out any aliens in your immediate vicinity.

Those software companies are getting more and more devious, you know. When the A1200 first appeared, most publishers rehashed a few old games by simply tarting up the graphics and adding a few additional sound effects. This presented us with a problem: how would we re-review essentially the same games? The answer, as it turned out, was easy — and let's face it, it had to be because Dave Upchurch came up with it. And so, in February 1993, our all-new section called 'Updates' was born.

For 22 months everything went smoothly. A1200, CD32 and A500 games came and went without much fuss. Some games received higher marks the second time round, others wouldn't. And we were happy because it meant we didn't have to spend as much time looking at the games, and get in the pub earlier.

But then Team 17 decided to get smart. You see, *Super Stardust* should really be stuck in 'Updates' because it is, after all, just a rehashed *Stardust*. But because it's got the word 'Super' in the title it is, technically speaking, a new game. So we're legally bound to give it a full review. Hrrrr, hrrr harumph...

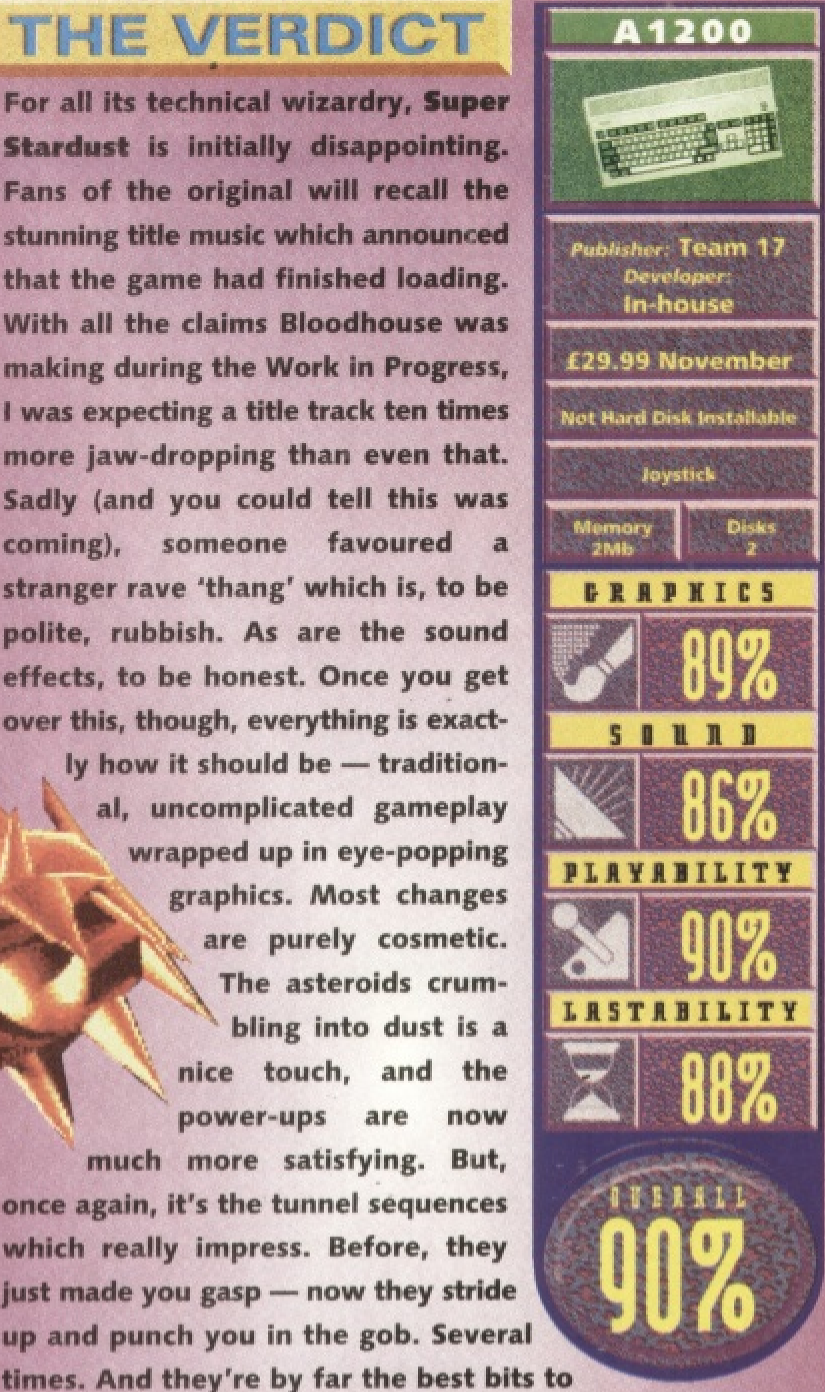
The original game was basically Asteroids for the nineties. The plot had something to do with an alien force disguising itself as rocks, and you — surprise, surprise — had to stop them from invading Earth. And it was quite brilliant.

But what's new in this version? Well, the graphics have been 'enhanced', obv. The sound has, too. Oh, and the game itself has been 'tweaked' so that it isn't as difficult as the original game, but it's still tougher than most games. And that, oh best beloved, in a cyber, spacey kind of nutshell, is that.

Okay, the old saying 'if it ain't broke, don't fix it' is one we wholeheartedly agree with, but is this the case with *Super Stardust*? Let's find out...



Aah, the tunnel section. As before, your ship is viewed from behind as you head 'into' the screen. But this time, parallax is used to good effect, giving (as it should) more depth to the proceedings. Best of all are the space ships that approach you from behind. It's hard to believe that the game is running from floppy and not pulling pre-calculated images off a CD.



THE VERDICT

For all its technical wizardry, **Super Stardust** is initially disappointing. Fans of the original will recall the stunning title music which announced that the game had finished loading. With all the claims Bloodhouse was making during the Work in Progress, I was expecting a title track ten times more jaw-dropping than even that. Sadly (and you could tell this was coming), someone favoured a stranger rave 'thang' which is, to be polite, rubbish. As are the sound effects, to be honest. Once you get over this, though, everything is exactly how it should be — traditional, uncomplicated gameplay wrapped up in eye-popping graphics. Most changes are purely cosmetic. The asteroids crumbling into dust is a nice touch, and the power-ups are now much more satisfying. But, once again, it's the tunnel sequences which really impress. Before, they just made you gasp — now they stride up and punch you in the gob. Several times. And they're by far the best bits to play, although this may have something to do with the fact that they're a damn sight easier than the rest of the game. In fact, the game's difficulty level is perhaps the most annoying part of **Super Stardust**. Okay, so it is easier than the original (thank God) but with the strict time limits and rare energy boosters, it's going to take an extraordinarily talented gamer to complete this baby. Still, perhaps that's what you're after. As for whether you should buy this if you own the original... I'd say no, because the game's virtually the same (not that that's a bad thing). But as so few of you bought the original (you complete goons), this is the perfect opportunity to sample a slice of gaming brilliance.

A1200

Publisher: Team 17
Developer: In-house

£29.99 November

Not Hard Disk Installable

Joystick

Memory 2Mb | Disks 2

GRAPHICS 89%

SOUND 86%

PLAYABILITY 90%

LASTABILITY 88%

OVERALL 90%

CD32
A5/600

Team 17 will be re-releasing the original A500 version of Stardust in the very near future, so any non-buyers must rectify the situation then. A CD32 version is also just around the corner.



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ANOTHER THE ONE EXCLUSIVE!

good newsagents from December 22nd.

FIELDS OF GLORY

It's a big railway station, a Euro smash by Swedish power pop combo, Abba and a dismal little spot in the Borinage, pronounced 'Varterlow'. Harry Attrill gets right up Boney's nose during the 'Dearest Mama' of all battles.



During actual engagements opposing forces sort of meld into each other, but zoom in (like this) and you'll see horses jiggle up and down and sabres waved about quite dangerously. To complete the picture, the sound boys have added appropriate crackles, screams, neighs and booms.

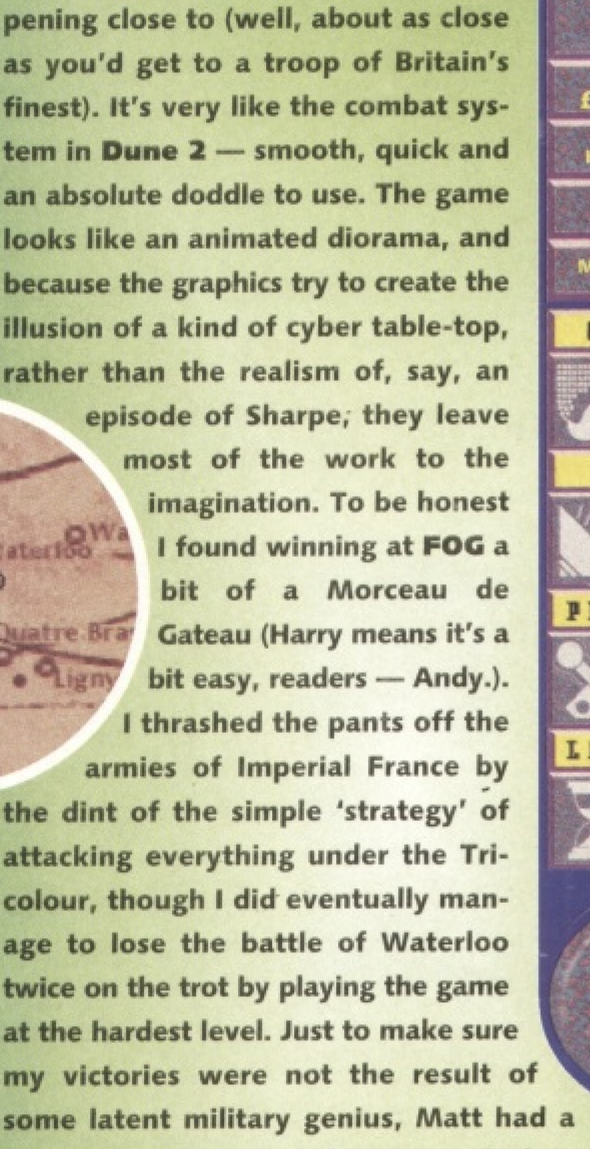
Now I do like a bit of military history, me. I watched every episode of *Sharpe* (that's only because you fancy Elizabeth Hurley — Andy.) and at school I had to read CS Forester's famously tedious Peninsula War yarn about some nutters pushing a very big gun up and down the Pyrenees. I even had some Airfix soldiers, but discovered early on that it was more fun setting fire to them and seeing what interesting shapes they made as they melted, than actually wargaming, a 'hobby' which I still consider to be evidence of something sinister and unhealthy in the human psyche — like scouting.

It's my belief that a decent bloke joins the cubs to fry sausages and sing rude songs round a camp fire, and quits just before he has to become a Scout. Because let's face it, tying knots, however useful they may be, is no way for a young blade-about-the-town to spend his time. What I'm trying to say is that strategy without action is like a swash without its buckle — a bit wet.

I s'pose Andy took one look at the *Fields of Glory* manual and panicked. The only reason I'm reviewing this game and not say, *Sensi World of Soccer* is that I am the only member of this team to have read a history book. Or indeed any book. I just wanted to make that clear. I no longer own a single toy soldier.

So, Napoleon eh? Garlicky Corsican with a line in daft hats and a permanently sore left nipple. Or, the best Frenchman ever, and two-thirds-of-a-litre sized military genius par excellence? And that Arthur Wellesley? Big nose, small brain and patron of vulcanised footwear? Or Big Nob, PM and fab soldier to boot! If you don't know what I'm on about, then I insist you read the manual to *Fields of Glory* because all you ever wanted to know viz said historical heavyweights is entertainingly condensed therein.

But War. Huh! I mean, what is it good for? I'll tell you. If you ever fancied a nice quiet evening in with 100,000 tiny blokes dressed like that prat off the top of the 'Quality Street' tin, the miniaturised contents of The Woolwich Arsenal (circa 1815), a big dollop of imagination and my old history master, 'Hitler' Lewis, then *Fields of Glory* will be right up your culverin.



Fields of Glory is based around five battles culminating at Waterloo. Two of these confrontations are entirely fictional. But which ones, war fans?

THE VERDICT

FOG is a hybrid: half strategy, half combat, and features MicroProse's CQCS (Close-Quarters Combat System) which lets you see things happening close to (well, about as close as you'd get to a troop of Britain's finest). It's very like the combat system in **Dune 2** — smooth, quick and an absolute doddle to use. The game looks like an animated diorama, and because the graphics try to create the illusion of a kind of cyber table-top, rather than the realism of, say, an episode of Sharpe, they leave most of the work to the imagination. To be honest I found winning at **FOG** a bit of a Morceau de Gateau (Harry means it's a bit easy, readers — Andy.). I thrashed the pants off the armies of Imperial France by the dint of the simple 'strategy' of attacking everything under the Tricolour, though I did eventually manage to lose the battle of Waterloo twice on the trot by playing the game at the hardest level. Just to make sure my victories were not the result of some latent military genius, Matt had a few goes as well and also won, which goes to show that you can win wars with the intellect of a jar of bramble jelly if you're lucky enough to be born with the low cunning of a cornered polecat. The fact is that you can play **Fields of Glory** with as much or as little strategy as you want. Whether this will turn buffs off, or attract a new kind of game player to a niche market is a moot point, (ie. I don't know). **FOG** falls between two stools, attempting to bridge the gap between out and out strategy and a simple combat game; but perhaps one or the other would have served better fare.

A1200

Publisher: MicroProse
Developer: In-house

£34.95 Out Now

Hard Disk Installable

Mouse

Memory 2Mb | Disks 2

GRAPHICS 81%

SOUND 70%

PLAYABILITY 85%

LASTABILITY 80%

OVERALL 77%

CD32 **A5/600**

Strategy addicts should watch out for *FOG* on the A500 soon. A CD32 version is also due for imminent release and will probably feature loads more military stuff and variations on the nifty Napoleonic theme. Courage mes braves!

LORDS OF THE REALM

ZOUNDS WHY DO YOU FLEE?



Once you've got yourself an army together, be it a gang of hired mercenaries or trained town folk, you can start to make your presence felt by taking control of surrounding counties. Thanks to the beautiful control system, this is executed by simple 'walking' the army icon across your county's boundary, where you'll usually be approached by an envoy who you can either bribe or ignore. To take control of the county, you simply need to move your army into the central city where you'll meet whatever defences they have waiting...

Rather frighteningly, the simple combat sections in *LOTR* appear to involve more strategy than *Fields Of Glory!* In a head to head with the enemy, you can alter the formation of your various troops, as well as layer them so that, for instance, the peasants run straight at them, while the archers fire from afar, with horseback soldiers flanking. All complete with cutesy animations. Hurrah!

Lock up your sheep, sharpen your swords and infect your friends with the Black Death. Matt Broughton gets carried away with Impressions' latest offering. On a cart.

Dorset. Gloucestershire. Hampshire. Cornwall. Yes, all counties. Not the most dynamic intro ever, I know, but when you're as desperate as I am to think of some 'interesting' way to start this piece, you'll try anything. Essex. Sussex. Middlesex. Lancashiresex. (Matt, this is a transparent waste of space, just do your job — Harry.) Yes, all counties again, but counties with a difference — they all contain the word 'sex' (apart from the one I made up) which happens to be a great word, right up their in the Hall of Great Words beside such legends as Pants, Poo and Willy (Matt, the review, please! — Harry.).

Look, I'm sorry about that, but I've just had an enormous Kentucky Fried Chicken value meal (and boy did I have to fight to get *three* hot wings and *two* pieces of chicken) and what with the time coming up to half past eight, I could really do with not having to produce an intro right now. But of course, I will...

Okay reader, how do you fancy taking complete control of one of England's fine counties? Well the year is 1200, and what with a severe lack of king-like control from young John (1199-1216 Harry informs me, yawn) this could be your chance to step in and rename all of Albion after your favourite footballer. Or something.

And, I hear you wonder vaguely, what do I have to do? Well, the first thing is build up the happiness levels of the people in the single random county assigned to you at the start, and after a few years (each 'turn' of the game takes a season) you should have enough taxes to start thinking about moving yourself into the neighbouring counties. You can either call in a proportion of your community and turn them into axe-wielding maniacs, or simply hire a bunch of well-hard mercenaries to do the dirty work for you. Once you've got yourself a little gang, simply send them off into foreign territory, ignoring warnings and threats sent from any of the five other human or CPU opponents, and kick the living poo out of anyone who gets in your way.

You need to split your attentions between heading your military forces and keeping the inhabitants of individual counties happy, but other than a bit of crop rotation, it's all pretty instinctive. Let's take a look...



If you thought page 56 had *Fields Of Glory* — look at these magnificent rectangles of grass! Yep, the key to a happy and healthy county lies in the careful management of their supplies. By allocating the correct amount of people to the various jobs available in a *The Settlers/Genesia*-like way (serfs, shepherds, miners etc.) you can keep everyone well-fed and fairly fat. Which is a good thing, considering that's how everyone looks in the 11th Century anyway.

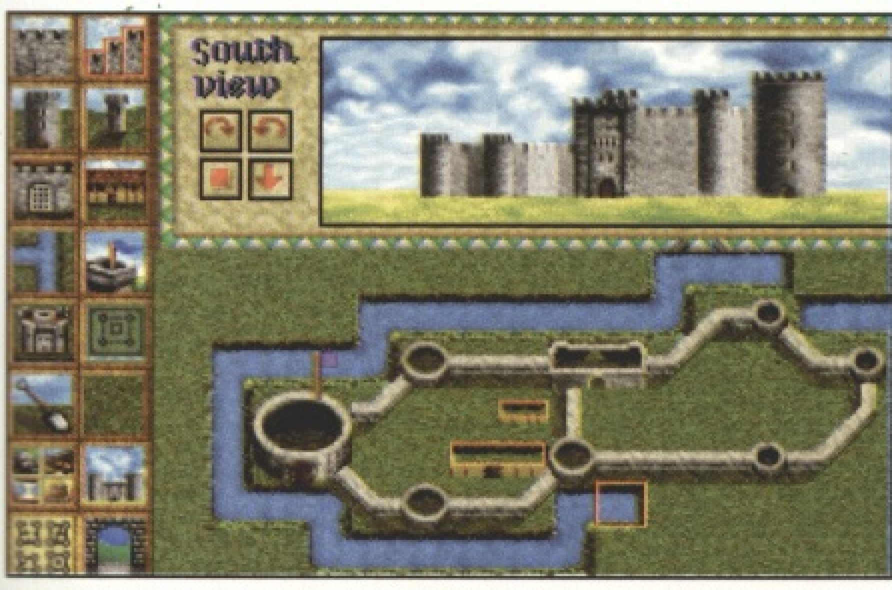




This is the overall country map, containing all of the counties, players, armies, and traders that you'll ever encounter during the game. You can alter the level of visibility, basically acting as a further difficulty level, allowing you to see either everything going on out of your territory, or, er... bugger all. The flags show who is currently in power, while crossed swords show armies raging. Or at least being a bit stormy.



Though pretty much everything you need can be grown, farmed, mined for or built, it's always handy to speed things up by buying raw materials from any of the many traders who travel the land. It's a simple affair here, just click on what you want to buy or sell, and enter the amount. It's always a good idea to keep ye ole ale stock good and high, as it's an invaluable tool if you want to instantly cheer your soddingly miserable villagers up!





(*Above*)You're not going to look very impressive as a king without a castle, but fortunately there's a number of castle blueprints or, should you feel a bit creative, you can design your own from scratch. This allows you to view your creation in a number of ways, while cute little sound effects accompany you. Whether you have enough materials is a different matter...

This is the scaled view that you watch the counties with for most of the game, with small icons of cows, sheep, crops etc. giving some indication of that county's make-up. Appropriately-coloured flags and castles appear depending upon who is currently in control of that area, while scavengers show up wandering the land freely and eating all your stash. Gits.

THE VERDICT

Blimey heck 'n' flip, this is alright, don't ya' know! If you'd told me that I'd have fun being a cattle farmer, selling sheep (back, I say Andy, back!) and trundling little soldiers around the counties killing innocent peasants, I might have looked at you in my special way. But, having wasted a huge chunk of my week doing exactly that, it has to be said that **Lords Of The Realms** is a bit of a sweetie. It's very similar in many ways to Mindscape's **Genesia** in that you first have to play the game as a sort of Sim-village; feeding, taxing and generally looking after your bit of country, before you start thinking about putting together some sort of army. Presentation is excellent throughout, making good use of drag bars to make sure you always know exactly what's going on. I particularly liked the animated seasonal weather and event report, but generally the graphics are very tasty throughout. And though they're never really earth-shattering, everything looks neat and pretty. Soundwise, if there's one thing I'd pull out for a special mention, it'd have to be the in-game tunes, which manage to win awards for being not only some of the most irritating 'ditties' ever, but also the most catchy (you hate them, but still find yourself humming along, if you know what I mean). Other FX are charming, and generally of the spot type — send a messenger and you hear the horse set off, build a moat and you'll hear trickling water — that sort of thing. You also get a dinky fanfare whenever an important message appears (which manages to clash with the main tune in a most horrendous way. Well done Mr Music!) To sum-up, **Lords Of The Realm** obviously won't appeal to every games player, and if you're looking to get involved in fast and furious action, look elsewither. But if you fancy a detailed Risk-esque strategy game with more than its fair share of visual niceties, then step right up me young shaver, I may just have something to tickle you with.

A1200

Publisher: Impressions
Developer: In-house

£34.99 November

Hard Disk Installable

Mouse/Keyboard

Memory 2Mb | Disks 4

GRAPHICS 86%

SOUND 73%

PLAYABILITY 81%

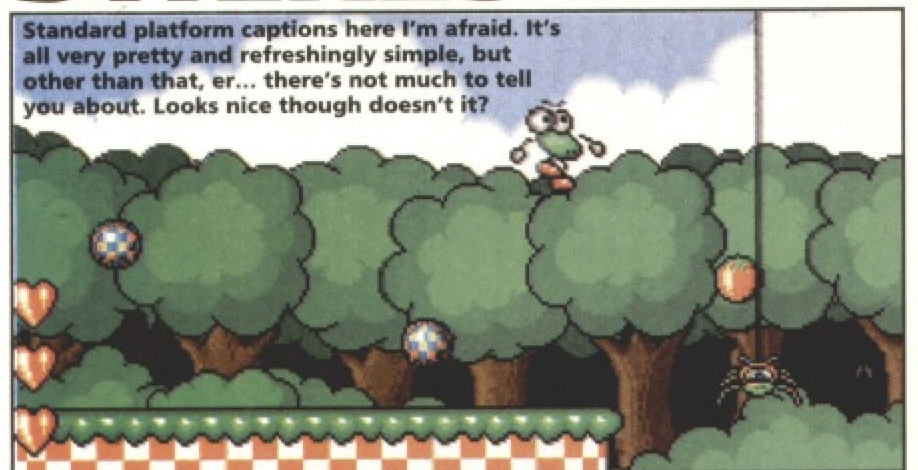
LASTABILITY 82%

OVERALL 84%

CD32
A5/600

The standard Amiga version will be out in December, with no changes apart from the missing 256 colours. As far as Daze knows, there are no plans to produce a CD32 version. But then again, Cliff knows nothing. (Only joshing mate!).

MORTON STRIKES BACK


Standard platform captions here I'm afraid. It's all very pretty and refreshingly simple, but other than that, er... there's not much to tell you about. Looks nice though doesn't it?

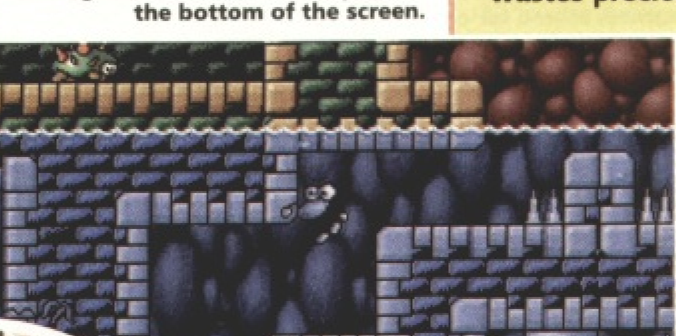
'Mr PD' himself, Matt Broughton, (seedy More like — Andy) steps forward to look at a self-published game with humble origins. Yes, Public Domain is about to take over...

Hands up who remembers a PD demo/coverdisk going by the name of either *Smidge* or *Morton*. There. See Andy — I told you more than five people regularly read 'PD Zone'! (Oh yes. Look. There are six hands in the air — Harry).

Simplicity was the name of the game with *Smidge*, and though he's grown up, you'll be glad to hear that he still remains true to his origins. Being an ex-PD game, it'll come as no surprise to find that *Morton Strikes Back* is a mish-mash of popular platform games we've seen over the past few years; but take the graphical simplicity of *James Pond 2* and *3*, plus a 'few' ideas from *Mario*, et voila! — commence au festival de la Morton. Alors.

The author has, very wisely, sub-titled the instructions with the bold legend, 'Totally Dispensable Plot', and goes on to tell of how Morton has decided to prove himself to his parents by, well... er, running through lots of levels, collecting points and fruit, and killing cutesome creatures. Just the sort of thing to make mum and dad proud, I'm sure!

Anyway, as I'm sure most of you will have realised, this basically entails lots of platform leaping, baddy head-jumping, apple icon collecting, and any of the many hundreds of things that we've come to expect from cute platform games. Of course the difference here is that it's not being released by some softie-giant like Ocean or Virgin with a £29.99 price tag. No sir, *Morton Strikes Back* is yours for just £7.00. So, is it worth the price of seven cheeseburgers?


Not one to miss out on a 'variety opportunity', Morton includes watery levels where you can choose to travel above ground or have a swim with the little fish. This alters your control slightly, slowing you down and adding the further risk of falling off the bottom of the screen.

Anyone who knew the original PD demo of *Morton* will remember the 'Rescue Penguins' bonus levels. Here you must search the level and lead all of the beaked, flightless chaps to a specific doorway. Often you have to abandon the penguins and move on to open pathways from further points in the level. Poor little mites!

THE VERDICT

I'd have to be some sort of git to lay into a platform game for the A1200 being sold for only £7.00, but there are a few strong words to be put to the otherwise pleasant **Morton**. Now it could be that I'm losing my patience as I get older, or it could be down to a lack of experience on the programmer's part, but I find a good number of these levels frustrating. It seems to be filled with baddy 'attack patterns' involving both an aerial and ground assault, coordinated so that you can't avoid hitting one of them. You can, of course, turn around and wait until their slightly different travelling speeds create a bit of a gap between them, but that's boring and wastes precious time. The only other criticism is that though the game boasts more than 80 levels, many of these are nothing more than a few screen wide, and feel like more of a bonus round than a real level. These two moans out of the way, **Morton** really is quite impressive. It has variety, with underwater levels and 'Rescue Penguins' levels, not to mention the forever changing graphical backgrounds. Options-wise, **Morton** is more than superb, allowing you to choose from five different game types, as well as setting the time limit and number of lives available. A password system is included, but it's the sort that stores your attributes as well as your position — so don't expect an easy ride! Though **Morton** isn't exactly an original game, it certainly puts some of its full-priced counterparts to shame (are you listening down there in Crinkly Bottom). Er... other than that, what can I say? Jolly well done!

A1200

Publisher: Confused Pelican
Developer: D. Parsons
£7.00 Out Now
Not Hard Disk Installable
Joystick
Memory 2Mb | Disks 1

GRAPHICS	80%
SOUND	78%
PLAYABILITY	78%
LASTABILITY	80%
OVERALL	80%

CD32 / **A5/600**
Both the standard, less colourful non-AGA version and the A1200 version can be purchased by sending a £7.00 cheque made payable to D Parsons at: Confused Pelican Software, Oakfield Lodge, Hatch Beauchamp, Taunton, Somerset TA3 6SG.


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REVIEW

EMBRYO

This one hasn't got anything to do with foetuses, sadly. Which is why we let Matt Broughton near it.

Some clever scientists would have you believe that the Dinosaurs were wiped out by a giant asteroid which crashed into the Earth, killing millions instantly and altering the climate so drastically that the survivors died from starvation or exposure.

Not so, say Black Legend and Beyond Arts.

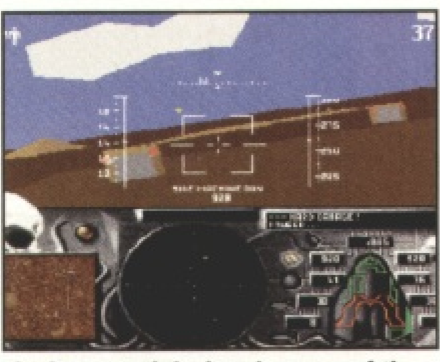
According to them, it was in fact the invasion of an alien force that caused the extinction of Messrs Rex, Raptor and the O'Sauruses. This race buried embryos deep within the earth, so that one day their descendants could rise and take over the planet. Unfortunately, this plan would take time – over 65 million years to be precise – and what the aliens hadn't counted on was the evolution of man. Something had to be done...

This brings us up to date, and the current situation is not good. The aliens have almost beaten mankind into submission. Thankfully, there's still one thing standing between this hostile force and total victory: the Terrain Liberation Front, an organisation formed by the United Nations. And you are its ace fighter pilot, no less, so it looks like the fate of life as we know it rests in your hands. Again.

This load of old twaddle paves the way for a futuristic flight sim, split into twenty missions. At the start of each mission, you're given a briefing which details any targets or specific threats you're likely to come across. Then it's HUDs on, and c(h)ocks away as you launch off to kick alien butt.



Controlling your plane is pretty intuitive. Moving the mouse forward or back raises or lowers your nose, while swinging it left or right causes it to bank in that direction. The left mouse button fires the selected weapon, and holding down the right mouse button and pushing forward or pulling back increases or lowers your speed.



The bottom right-hand corner of the screen is the place to look if you want to know how much longer you're likely to last. The simple rule here is the more red on screen, the less likely you are to live.

If you're interested in a spot of two-player action, then get an Amiga-owning mate to bring his machine along. Using a null-modem cable, you can link two computers and fight against each other — which we reckon would be a right laugh. We don't know, though, because we've only got one working Amiga at the moment, you see.

THE VERDICT

Rather than constructing **Embryo**'s game world from millions of fancy, Gouraud-shaded polygons, Black Legend has opted to use only simple graphics. This pays dividends as, even on basic Amigas, Embryo moves like a nugget of greased lightning on oily lard (speeds of up to 50 frames a second are claimed). Thankfully, it plays fairly well, too. It's very easy to get into, with the mouse proving the most effective of the control methods on offer, and the on-screen help such as the radar and head-up display combining to make everything as hassle-free as possible. Which is something that can't be said about the aliens. These have to be some of the hardest beings ever seen – either that or someone's swapped your bullets for peas. Even the weediest of the lot are quite happy to take at least ten hits before they explode, which is initially very frustrating. It takes a while to become skillful enough to avoid the enemy craft without sustaining too much damage, but once you've reached a level of competence, things do become much more enjoyable. And it's only then that you start to fully appreciate the work that's gone into the game. Fallen aliens usually emit smoke in their death throes, which is very impressive. And the walkers actually collapse when they've had enough, much like the AT-ATs from out of Star Wars. The only thing the game is missing is a chase view where you could follow your ship from behind, like in most flight sims. **Embryo** is a hard game to rate. Some will love it, others, er... won't. Only those who are prepared to persevere are likely to get the most out of it.

A500/600

Publisher: Black Legend
Developer: Croteam

£29.99 Out Now

Hard Disk Installable

Joystick/Mouse

Memory 1Mb | Disks 3

GRAPHICS 81%

SOUND 78%

PLAYABILITY 81%

LASTABILITY 81%

OVERALL 81%

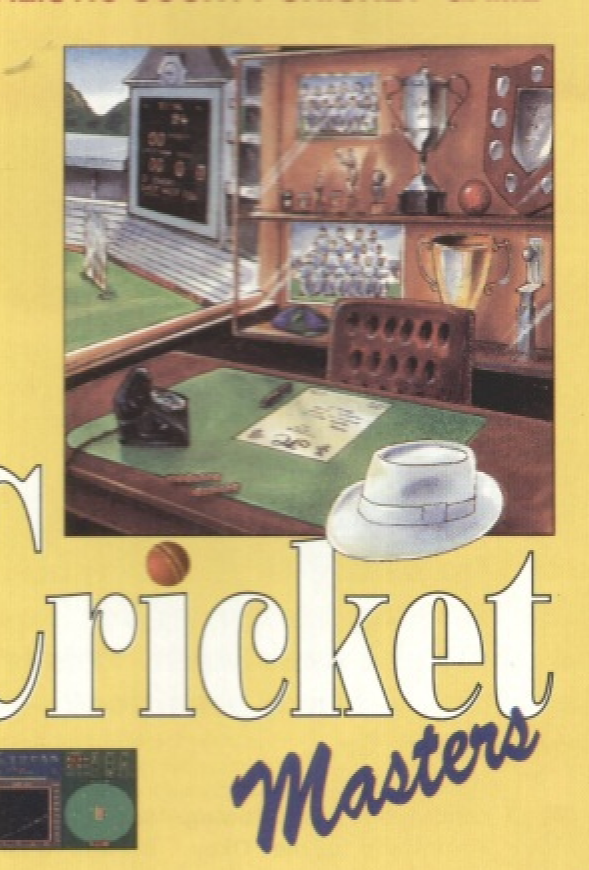
A1200
CD32

No A1200 version as such, although 32bit owners will, of course, benefit from having a fast processor, so the action is much more smootherer. No news of a specific CD32 version, though.

ESP Sports Management

TACTICAL SIMULATIONS

REALISTIC COUNTY CRICKET GAME



Cricket Masters

THEY THINK IT'S ALL OVER. IT IS NOW.

FOOTBALL MASTERS 5, THE BEST OF THE REST 3

THE POST The Most Innovative Football Management Game Ever!

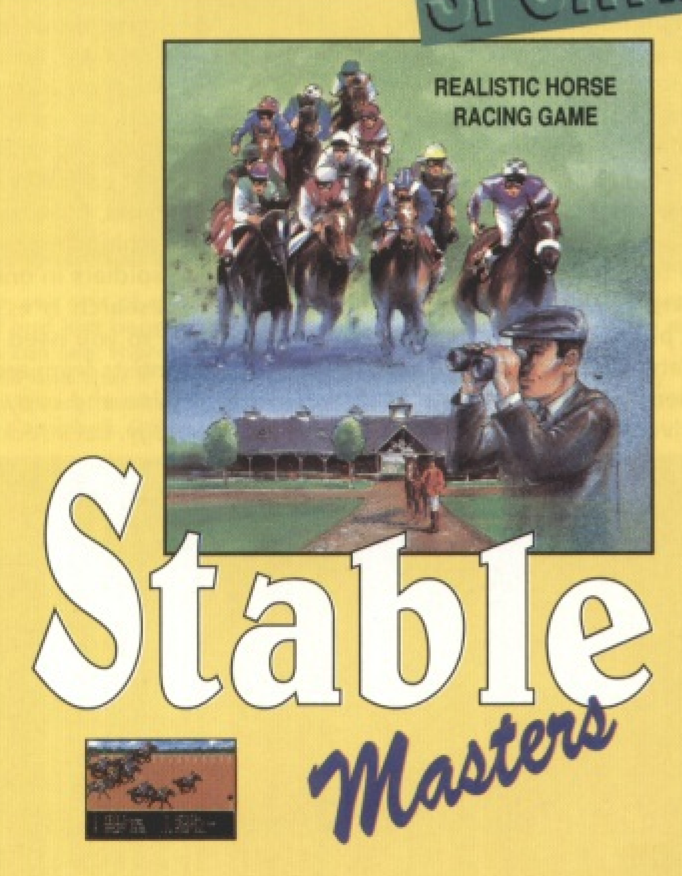
On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available in the world today.

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UFO ENEMY UNKNOWN

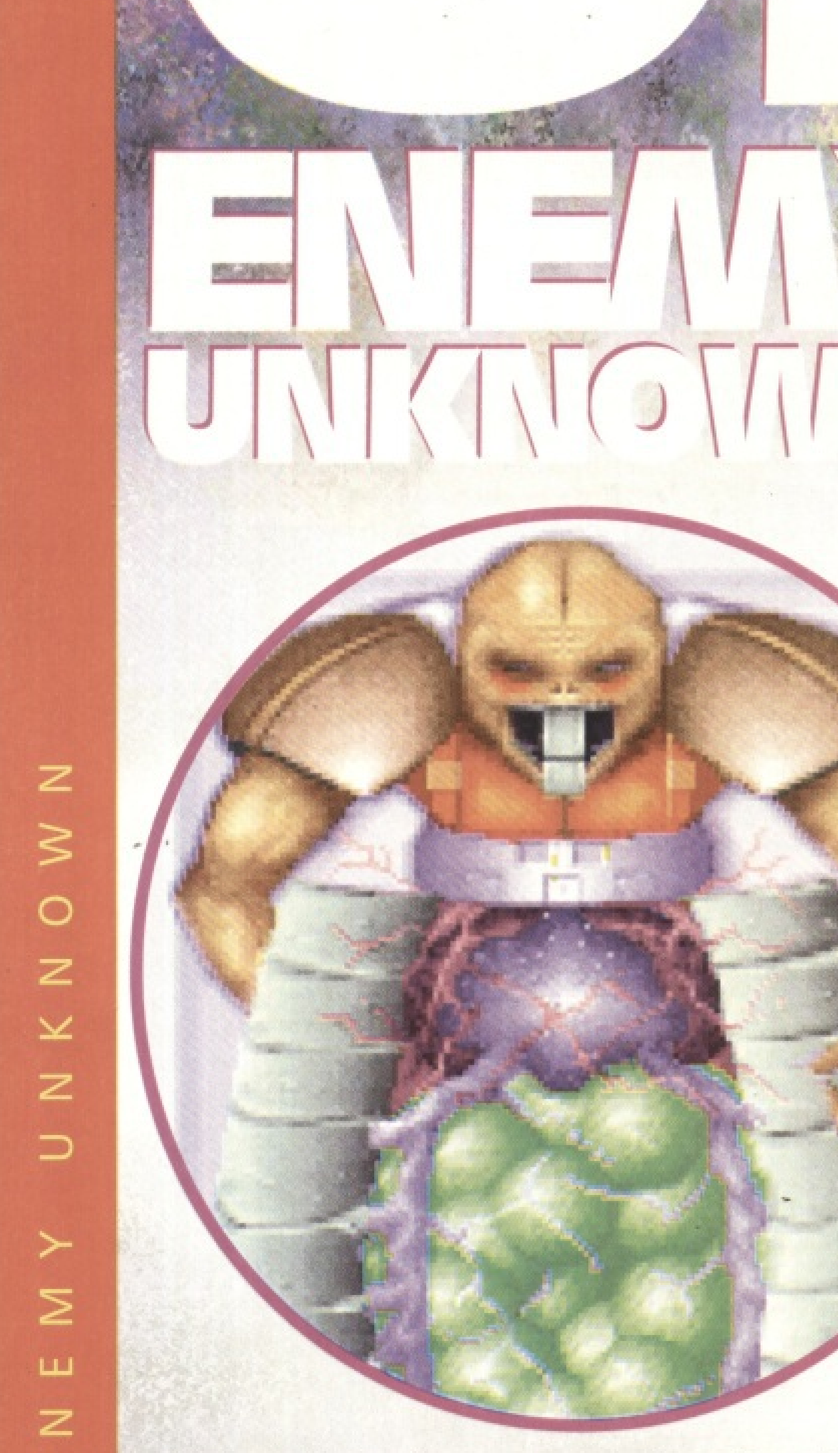
Look! Up in the sky! Enormous sausages quite literally hurtling back and forth against the midnight panorama. This is a job for the planetary defence president — call for Matt Broughton! Er...

Would you mind doing something for me? Okay, sit on the floor with your legs crossed, or even better, in a half or full lotus position. Right, now hold your arms out slightly to the side of your body and pinch your thumb to your middle finger (yes, I know you look silly, but bear with me). Lastly, close your eyes, think about flowers and love, and them hum "OM". Well not really just an "OM" but more of a "OMMMMMMMMMM".

You might be wondering what all this is in aid of, but it is in fact, what about ten thousand people were planning to do a few months back under the banner "Love and Peace comes to Earth". Yes, sad but true, a 'love person' recently handed me a leaflet in Greenwich Market inviting me to join with the aforementioned loony masses to "...create the greatest planetary balancing into Harmony and Light ever known with a combined eight minute OM (AUM) delivered by thousands at Wembley and linked across the world". They needed "quality singers of peace and light". Needless to say, I didn't apply.

The only reason I've chosen to tell you about this now is that it sprung to mind that, should some alien civilisation have been watching us from afar when this event occurred, they'd probably think us mad and send all their videos of the huge 'OM' in to the alien equivalent of *You've Been Framed* (probably hosted by an alien looking uncannily like Jeremy Beadle).

And the tenuous link is that *UFO: Enemy Unknown*, actually puts you in the excellent position of running the united Earth defence force (known as XCOM) against an alien invasion. You need to set up bases across the face of the planet, monitoring UFO activity, dispatching interceptors, and controlling soldiers in one-on-one situations. Research is essential to your success, so you need to bring in the top scientists from around the globe to examine and copy captured alien technology. Let's rock!



Apart from gathering alien weapons and artifacts after a mission, you can collect alien corpses and soldiers for your scientists to pull apart for kicks. As well as being an entertaining sport (just watch those letters roll in, vivisection fans!) it can give valuable clues as to that particular species' weak points. (Is it really for that reason, Matt? Or are you the type of boy who used to pull legs off spiders in a boring Physics lesson? — Andy.).



When shooting aliens, you can choose from various types of shot, each with a different accuracy and a different cost. Once you've selected which weapon and which shot, just mouse over to the green git and fire. If you finish a turn with movement units to spare, you can participate in 'opportunity fire' which basically means that your man will fire upon any aliens it sees during the bad guys' turn. Handy huh?





(Above): Hello, this is where I live, and these are all my friends. Yes, home sweet home, this is my base (of which you can have up to eight) where most of the real business goes on. Here you can see my aircraft hangars, living quarters, labs, alien containment, and, ah, other things. After a while things start to get a bit crowded and you need to start transferring between bases, but at this point in the game I've only got one other base (see the icon at the top), and that's mostly working just as another radar centre. Pah! Bad planning on my part, really.

(Above): Once you're within range of the offending UFO, you'll be presented with this screen enabling you to choose your posture. You need to be aggressive with the large UFO specimens, but you should try to avoid being too rough with smaller craft or else you'll damage possibly recoverable artifacts and life forms. If you manage to shoot the UFO down, either by accident or with complete malice aforethought, it's time to call out the Skyranger craft, complete with hardy ground troops. Hut hut hut!

(Circle): As with Laser Squad and Sabre Team, the strategy/action bits are turn-based sections, giving each soldier a set number of units to spend walking, firing etc. The icons along the bottom enable you to move soldiers and change their equipment, along with a handy button which automatically interrupts your move to leave enough points for either snap, auto or aimed fire in Opportunity mode. You can also see the energy, health and morale of your soldier.

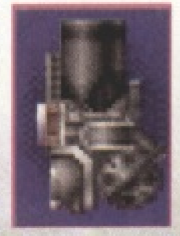
(Below): You're not the only one able to have bases, and should the aliens get enough ships past your fleet, they can and will set up their own. Once detected, you can move your troops in to take control of the bases but, needless to say, things get more hairy than DLT. Incidentally, the pink splatty-looking things are dead aliens; the alien plant-looking things are, er... alien plant things, and the dark bits are, um... oh bugger. Well, at least you know what I mean. Probably.

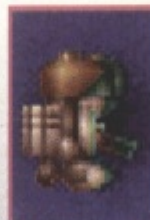


(Above): Here we see one of my loyal soldiers (with a familiar name) all ready for a good fight and just begging to be loaded up with as many weapons as possible. As you can see, there are all manner of places to keep my stash, although you will find that if you overload any one person with too many toys, they'll find it very hard to walk very far without collapsing in a heap (just like Naomi Campbell. Only without the knickers).



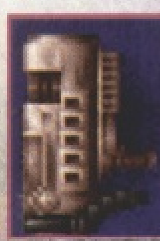












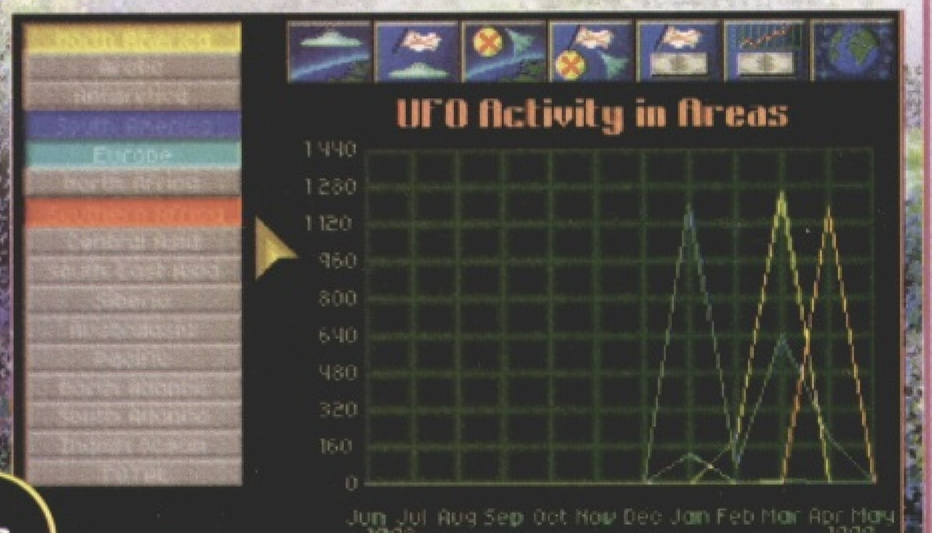
(Left): This is your main control screen, attractively named the Geoscope. From here you can monitor what's going on across the Earth's surface, as well as speed-up the passage of time (to avoid boring Sunday afternoons). Depending on how strategically your radar posts are set up, you'll detect UFOs as they appear over specific areas, and you can dispatch your interceptors and ground troops to deal with the problems they cause.





Once your scientists have worked out how to make motion scanners, they can be invaluable during combat for finding out exactly how many aliens are around and how quickly you're going to die. Well... er, things don't look too groovy here, and the chances are that I'll be shuffling off this mortal coil within the next ten minutes. So goodbye then, you've all been great. No, really.

All this alien hunting costs money, and what with the price of equipment and base facilities, you're going to need some serious funding. Fortunately, because the planet is now very 'together', the numerous countries will be more than happy to have a whip-round as long as you've done a fair job of protecting their home land. The easiest way to keep a check on this is to use the various graphs to see which countries have reported the highest UFO activity, and how you've reacted. You can also use these graphs to show your overall activity levels, not to mention the usual financial reports.



When a UFO is sighted, a report will come in giving a brief description and a location. At this point you can decide to ignore it (resulting in one majorly 'no funds here' hissed-off country, not to mention a possible terror site) or, more sensibly, send one of your interceptor craft to shoot it down. You have to react quite quickly to this, as most UFOs can easily outrun your craft, but you need to avoid shooting them down over areas of water, because this will leave no way for your ground teams to go scavenging.

THE VERDICT

I've been waiting for **UFO** for a long, long time, and I can happily report that it was worth it. For a big fan of **Sabre Team** and **Laser Squad**, **UFO** is a bit of a dream really, with improved graphics, an incredibly well-implemented control system, and the excellent injection of planetary strategy. Playing from floppy isn't too unpleasant, and apart from when the game changes between the general and isometric modes, there's very little loading time. If you have a second floppy drive you'll hardly ever have to swap around, and even with one, the data has been thoughtfully located — though you will have to be just that bit more patient when playing. For anyone such as myself who loves toys, **UFO** has got them pouring our of its ears, and with the chance to steal alien technology, the sky's the limit as far as nice big bang sticks go. There are a decent variety of aliens to encounter, and it's good to see that they do actually act in different ways rather than just looking different. So okay, if it's so great, why have I only given it top eighties and not some scorching ninety nine percent? Well it's quite simple really. Though the initial isometric battle sections are nice and fast running, once you start taking down the very large **UFOs** or move to a civilian area to help at a terror site, you can be looking at a wait of up to fifteen minutes per 'Hidden Movement' (ie the computer taking its turn). This was the sort of thing that buggered up **Sabre Team**, but even that was sorted out by the time the A1200 version came out. It's a right shame because the game is just so easy to get into, you lose the mood while just staring at a blank screen. Other than this moan I would recommend **UFO** unreservedly to anyone who enjoys games of this genre, but be warned that it's only for those with a fair old dollop of patience.

A1200

Publisher: MicroProse
Developer: In-house

£34.99 Out Now

Hard Disk Installable

Mouse

Memory 2Mb | Disks 4

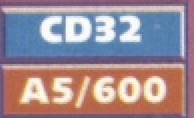
GRAPHICS 88%

SOUND 89%

PLAYABILITY 89%

LASTABILITY 86%

OVERALL 89%



You 'ain't gonna' be seeing no UFOs on your Amiga 500s and 600s, but a CD32 version will shortly be in the post (to us, obv), complete with a few extra odds and sods. You'll lose the facility to have more than three Earth bases, but other than that, the actual gameplay should be much the same.



CRYSTAL DRAGON

In which Andy Nuttall reveals his true colours as a bit of a closet Gandalf and we all stand around pointing and laughing because none of it is real. Legend has it that it's a nice game though, by the sacred name of Elbereth.

With the words "Crystal" and "Dragon" in the title, I'm prepared to wager this afternoon's lunch that you'll be expecting this RPG to be based on finding a small glass winged creature, probably containing stupendous powers, capable of rendering the owner ruler of the Universe. And killing lots of nasty beasts on the way. Wee-eel... yes, you do have to find said Dragon; yes, it is all-powerful; and it's true, there is some unpleasantness involved. But, the story behind the Crystal Dragon is actually pretty interesting — so please allow me to precis it for you.

The Dragon was created by an elder wizard, and put into safekeeping in a dragon's lair (but, thankfully, Dirk Daring's nowhere to be found). Years pass, and an evil would-be megalomaniac wizard catches on to the tale of the Crystal. Assembling a small army of baddies, he sets off Crystal-wards, but on finding it he's thwarted by the Dragon's minder. Some months of magical jiggery-pokery between the two powerful magicians later, the dragon finds itself at the mercy of the wiz, and gives in. But still the Crystal Dragon won't allow itself to be moved. So — and here's the interesting bit — instead of stealing it, the frustrated wiz simply builds a fortress around it, so that he has time to study its extraordinary powers. Great story, eh? (Er, no Andy, it was littered with more brainless clichés than an episode of *Blind Date* — Haz.).

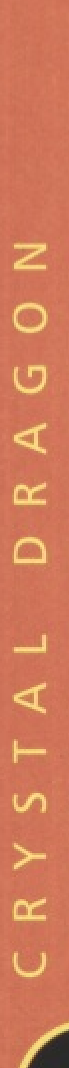
And it's at the entrance to this fortress, where you stand at the beginning of the game. The difference between this and previous RPGs are obvious: for a start you only have two characters to control instead of the usual four. So anybody who found eight hands a bit of a, um, handful to control (me included) will feel much more at home with *Dragon*. And that, in a nutshell, is it.



Ah, we meet again, Mr Beholder... Beholders, as in "Eye of the...", are funny creatures with lots of eyes on stalks. Hence the name, presumably. Anyway, they're damned hard, and take a tremendous number of Magic Missiles 'up them' before collapsing, like a deflated Space-Hopper, onto the stone floor. Aiiieeee!



One of the great features in *Dragon*, and one which Magnetic Fields boasts about most, is the ability to 'jam' doors open. A simple stab in the dark (or, if you prefer, by torchlight) into the inner reaches of the door chain with a dagger will stick the door open, closed, or half-open. The latter two of which, incidentally, will keep gits like this at bay.

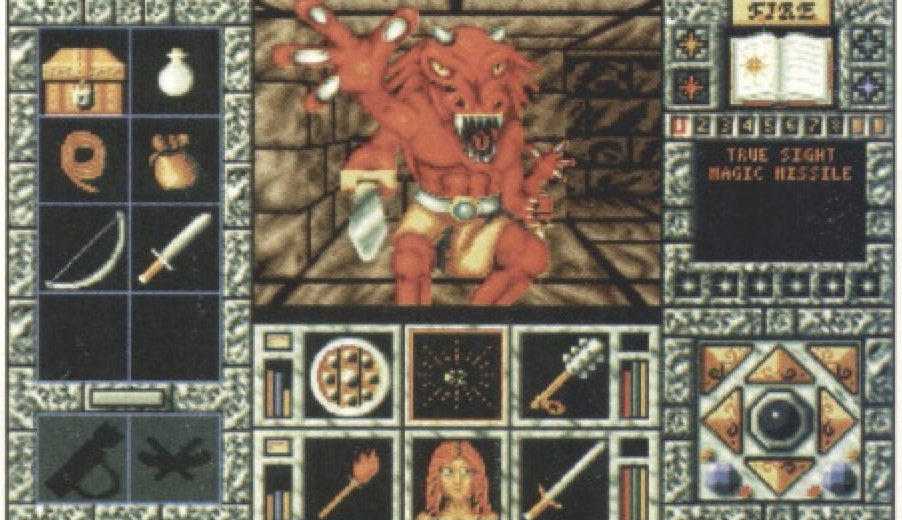




(*Top*) Eighteen adventurers await your call, but only two will be chosen. Attributes appear in the Character Generator panel and a swift roll of the die will randomise them.

(*Below*) Probably the nicest featch of *Crystal Dragon* is the Magic Map. This is pretty much like an ordinary map, but at the beginning of a level it's completely blank, and as you progress it fills the detail in for you. A quick click of a button will show where you've been, as well as where you've yet to go.





On the later levels, like 15 and upwards, you'll not only face the usual motley crew of Beholders, Vampire Bats and Knights, but also these horrid orange creatures with four arms. Of course, that bodily feature alone means they're twice as hard as the norm; but then there are those claws...

THE VERDICT

Many role-playing enthusiasts will no doubt disagree, but I reckon **Crystal Dragon** is about as close as you're going to get to a true RPG on a computer. But then, loads of people disagreed when I said that about **Eye of the Beholder 2** a few years ago too. By 'true' RPG, I mean Advanced Dungeons & Dragons; one of those board game kits from Games Workshop, with names like **Call of Cthulhu** and stuff. Most computer RPGs don't follow this formula to the letter, simply because the power of the Amiga can be used to beef up the flow of the game, and to knock out lots of the supposedly boring bits like rolling the dice **Crystal Dragon**, though, accurately represents the board game style. And even though much of the legwork of a DM is taken away by the Amiga, the feel of the board game — of sitting around a room with some friends scribbling notes, and taking turns to fire Magic Missiles at a rampaging skeleton — remains pretty prominent. One of the complaints players had about the **Beholder** series was they were a little easy — but not so **Crystal Dragon**. The difficulty curve is steep, so the first few doors you open reveal nothing more than a few sword-wielding knights; but midway through the 23 levels all Hell, quite literally, breaks loose. And that's more of a test for adventurers than ever before. **Crystal Dragon** isn't noticeably more technical than, say, **Beholder 2**, but it's a damn fine challenge — especially for those disappointed by the lack of **Beholder 3.** To cap a great list of features, Magnetic Fields has taken the vast range of jargon, strange names, spells and odd controls and actually made them clear and easy to use. Good lord. It's a tad expensive, but **Crystal Dragon** easily sets a precedent for all future Amiga RPGs.

A500/600

Publisher: Black Legend
Developer: Magnetic Fields

£34.99 Out Now

Hard Disk Installable

Mouse

Memory 1Mb | Disks 3

GRAPHICS	84%
SOUND	86%
PLAYABILITY	90%
LASTABILITY	92%
OVERALL	90%

A1200 / CD32

While there isn't an A1200-specific version planned, Black Legend are considering converting it for the CD format we know and love. But, of course, that's a long way off — so the benefits aren't clear as yet.

UPDATES...UPDATES...

God you lot are lucky. Not only do you get the goat-like Matt Broughton and the git-like Andy Nuttall, but you also get to sample the literary delights of work experience chappy Nick Phelps. Incredible!

MANCHESTER UNITED

CD32 ● Krisalis ● £29.99

Manchester United: Premier League Champions (to give it its full name because I couldn't be bothered to try and fit it all in the top title) appeared originally in the April issue, and though Simon didn't award it the highest mark out of all the Amiga mags, it still received a healthy eighty percent. Having played the CD version for quite a while and then read his review, I have to agree with most of the points he made (I can do that now he's gone, you see).

MUPLC was well received by the money-spewing public, but to be honest, the game itself seems to fall between a deep management game, and a *Sensi*-basher. There aren't any of the managerial things to do that, say, the *Premier Manager* games have, but there is a fair bit of team organising and strategy to be handled. The only particularly huge selling point of *MUPLC* is the patented Krisalis Tacti-Grid™ system, which gives you an incredible amount of control over the field positioning of your players, enabling you to play to very exact strategies.

The arcade matches themselves are certainly more playable than many of the offerings we suffered around World Cup time, but considering the CD32 version doesn't feature any save facility, you not going to be able to build up a formidable team unless you leave your machine on every night. Krisalis owns up to this fault, suggesting that the game would be great for setting up short special leagues. Unfortunately, if you wanted that sort of a game, perhaps you'd be better off buying one of the more arcadey offerings like *Sensi*, *Goal*! or *Football Glory*.

Just for the record, the CD update also includes some beautiful digitised pictures of individual club grounds, plus some great player shots, including Eric 'oo-ah' Cantona being nasty to people.

I'm not really all that impressed by the CD version to be honest, and this is really just down to losing out on team development due to lack of saving facilities. Try to have a play on this one before you pay, just to be sure you enjoy the arcade sections enough to warrant the purchase. Okay? [MB]

OVERALL: 78%



THEME PARK A500

A500 ● Electronic Arts ● £34.99



To say that I wasn't looking forward to reviewing *Theme Park* A500 would be an understatement. After the Amiga 1200 version, which was utterly brilliant — but also a little slow in places — the idea of an A500 game slowed down to a speed slower than, ah, Slow Jack McSlow, winner of the last year's Britain's Slowest Man competition, wasn't exactly appealing.

'But wait!', as they say on *QVC*, because the A500 game is actually faster than the A1200 one. Yes, while there were some problems with clicking on rides, and dragging features around the park because the machine was struggling with shifting the huge amounts of graphics and stuff around, there's none of that in this new version.

And why? Because they've cut things out, that's why. Streamlined, reshaped and remodelled using a sleek 'fewer graphics' formula, the all-new Theme Park features shops which all look identical, save a small circular sign stuck to the front of each. Gone! are the Corkscrew and Monorail rides. Gone! is the Treehouse, along with quite a few other sundry features. In! is astonishing speed and, er, everything else.

Remember a few years ago when the A500 was an aspirational machine, which was seen by the lowly C64 and Spectrum owners (and the somewhat less-lowly ST owners) as the be-all and end-all of machines which could do anything? Whereas now it's the A1200 which is aspirational, and even that's having some GBH of the, er, disk drive from the more expensive PCs.

Well, this will really take you back to those heady days. Honestly, just about everything I can remember from the A1200 version is in here, and as far as I'm concerned, that's a hell of an achievement from Bullfrog. People are still more than satisfied with their A500s and A600s (I know I am), and with games like this, long may it continue.

OVERALL:93%

ARCADE POOL

CD32 ● Team 17 ● £14.99

Arcade Pool, is, funnily enough, a pool simulator — but one which takes a slightly different approach than the excellent *Archer Maclean's Pool*. The main difference between the two is the overhead view, which is less realistic, but makes for very, very playable, er... play.

At first, the computer opponents seem much too good, and it gets rather depressing as you watch them perform incredibly complicated shots, but you soon realise that the easy control method means you can be just as flashy. The minor problem of having omniscient opponents soon diminishes as you get better, though it will be some time before you're too good for them.

There are millions of options enabling you to tailor the game to your needs, including eight different game types, as well as a trickshot mode to impress your Mum with.

The difference between the CD32 and the normal version is the very realistic pub sound effects in the background, and a large playable demo of Superfrog has been chucked onto the CD as well. Although you can still use a mouse, Team 17 has taken full advantage of the joypad, and every button gets a thorough prodding. Although without a mouse it's slightly harder to aim, the rest of the control system really is a joy to use.

Arcade Pool doesn't have brilliant graphics or many other gimmicks, but what it does have is very addictive gameplay, making the desire for 'just one more game' keep you playing for a fair old while. [NP]

OVERALL: 90%



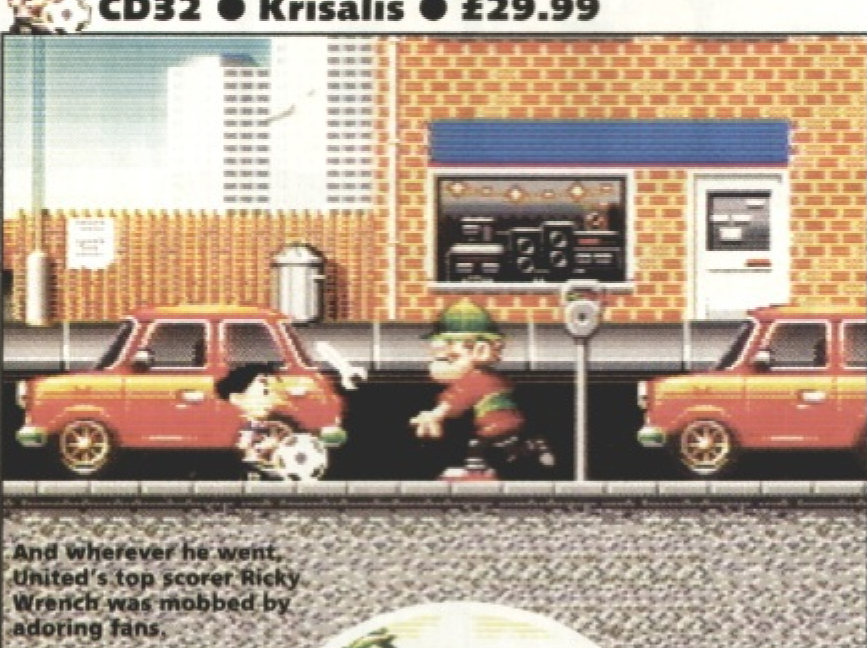
A slightly skew-wiff pyramid of coloured balls.

UPDATES...



SOCCER KID

CD32 ● Krisalis ● £29.99



And wherever he went, United's top scorer Ricky Wrench was mobbed by adoring fans.

The Acacia was pretty fearsome in the tackle.

Oh no! The World Cup has been stolen by aliens, and the fragments of the trophy scattered around the world! Armed only with his football, the imaginatively-named Soccer Kid decides to recover them. As soon as you slip your disk in, this plot is shown by a 3 minute-plus long, near cartoon-quality introduction, and is the cue for level upon level of sizzling platform action.

Soccer Kid can splat baddies by kicking his ball at them, which he can do in many different ways; ranging from overhead kicks to backheels. Should you lose one of your balls (ouch!), you can hold down fire for a new one; but be careful because you only have a limited number of spares.

On each level you have to collect 11 football cards, but you can finish without them if you don't mind not having the bonus stage. This makes it much easier for beginners, as if you're feeling unambitious you can decide not to explore the harder parts of the level for the cards. Unfortunately, *Soccer Kid* doesn't make nearly as much use of the multi-button joypad as it could do, but this isn't such a problem because the one-button control system carried-over from the normal Amigas is fantastic.

Although only the cartoons and nice musical soundtracks are different from the A1200 version, this is still a brilliant game, which thoroughly deserves a place in any platform lovers' collection. [NP]

OVERALL: 93%

REPLAYS!

Ladies and gentlemen, will you please give a warm welcome to work experience lad extraordinare, Nick Phelps, as he takes over the Replays! section for a month, and shows us all just how easy it really is when you're clever. Git.



Dagga, dagga, dagga, peeeeooow etc.

COMBAT AIR PATROL

Psygnosis, £11.99

Bad taste aside, *Combat Air Patrol* is a flight simulation based around the Gulf War, giving you, as a member of the Allied Forces, the responsibility of chucking the entire Iraqi army out of poor old Kuwait. Unlike most other flight sims, *CAP* lets you control your side's complete war strategy by moving the army units into position around the area — although you can opt to skip this bit if you choose. One option you have which the Allies didn't is to attack Sadaam, enabling you personally kick his towelled butt into oblivion. Hurrah! (good use of 'Hurrah!'. Full 10 points — Matt.).

You can control your aircraft by keyboard, joystick, or mouse, and there are a number of ways to vary the difficulty, along with training modes to boot. The game moves along quickly enough, especially when you use the outside views, even if some of the detail on the ground needs to be reduced to achieve this.

Compared to, say, *F15 Strike Eagle 2*, *CAP* is not quite as fast or responsive, and certainly not as beginner-friendly, but its superior depth and plot means that it will keep you coming back for more.

Like *Formula One Grand Prix*, this game is more suited to people who can spend a long time with it, a point which I, er, s'pose applies to most flight sims anyway. But the bits of strategy are certainly a bonus. [NP]

OVERALL 89%

FORMULA ONE GRAND PRIX

Digital Integration, £16.99



Silverstone. The yummy grandstand was decorated with hundreds and thousands.

The engine roars as yet again I scream down the straight, shamming to overtake on the inside, only to flick across to the outside and pass two cars, and whistle round the corner in a frenzy of late braking and last-second gear changes. Watch out Nigel Mansell, I've come to take your fireproof pants down!

Unfortunately, the lights in the cockpit show that I've turned all the driving aids on, so I'm invulnerable, I've got an ideal line showing me where to drive, and braking and gear-changes are automatic. Doh!

MicroProse's *Formula One Grand Prix* is incredibly detailed, and for sheer complexity it behaves more like a flight simulation. Engine revs, crashes and tyre screeches are accompanied by car-like sound effects, and the action is fast and smooth. It's got a 'very large' manual, multiple views, and the optional automatic functions, as described above. It's not an easy game to get into, and despite the driving aids, the controls are a little bit difficult at first. However, if you just want to bash mindlessly round a circuit, my advice is to visit Mr. Gremlin, and ask for *Lotus 2* (see later). [NP]

OVERALL 86%

PRIME MOVER

Psygnosis, £11.99

We raced across the city limits on rocket-propelled black puddings.

Barry clung to the black-jack as it bucked and skidded its way towards Paris.

Why the Amiga has never had as many good motorbike racing games as car ones is a bit of a mystery, but now that Prime Mover has re-entered the fray at the pocket-friendly price of £11.99, at least the odds are evening up a little.

The name of the game here is to beat six other riders around a series of different tracks, with the ultimate goal being to win the Worldwide Championship. My first small (but perfectly formed) moan is that the viewpoint is too low behind your rider, meaning that you can't see far enough in front of your bike to judge the corner. Admittedly, once you get used to this it's not too great a problem, but I just wanted to make the point. (Well done mate! — Andy.).

There are loads of tunes for the options screens, including all the countries' national anthems, while the sound effects during the race are realistic, if rather uninspired.

The races move very quickly and the scrolling is smooth, but ultimately the game's appeal is short-lived — and it won't take the average games player very long to win the championship. There's not really much else to do in Prime Mover, other than exhaust the plentiful options, including choosing from five different bikes.

Unfortunately for Psygnosis, although this is a good, playable game, there are far better driving games out there available for only a few more quids. So, considering Lotus 2 (Again? — Andy.) can now be collected at a similarly budgetary price, you'd have to be a bike fanatic before this became a real recommended choice. [NP]

OVERALL 79%



The Bakewell Tarts Formation Display Team executed their trickiest manoeuvre.

GLOBDULE

Psygnosis, £11.99

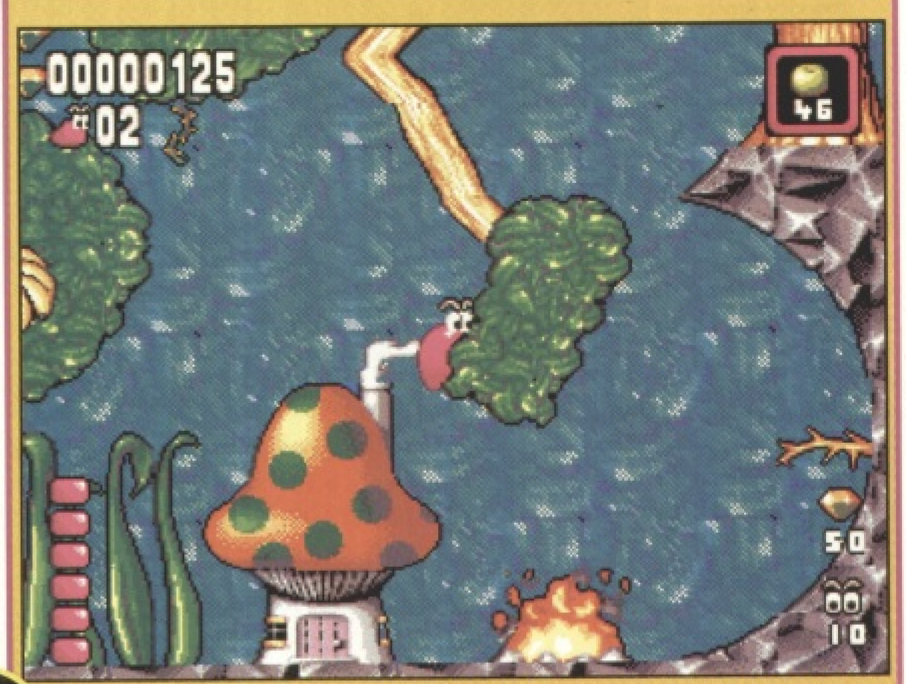
Globdule is, I suppose, a platform game, but it's certainly a very weird one. This is mainly because, strictly speaking, there aren't any, er... platforms. The game centres around a pink snot-like blob called Globdule (which, according to Harry, is what fairies have. Pink snot, I mean. — Matt.), who wants to become a toy. Obviously, this means he has to travel through various platform-filled lands to the great 'toyshop' in the sky. Hmmm...

The difference between normal platformers and *Globdule* is that Globdule himself can stick to any surface, so it's simple enough to walk along the ceiling and up the walls. These abilities add a totally new dimension to the game, which feels strange to start with, but you soon get used to it.

The rather complex control system is not flawless, as some of the movements are a bit difficult to execute, but generally it doesn't handle too badly. The earlier levels let you get used to controlling Globdule, but the well thought-out learning curve means that it won't be long before you're into jolly deep water indeed. Luckily there's a password given after each land, so you won't have to repeat yourself too much.

When walking (slithering, surely? — Andy.), your character moves rather slowly, though things start to speed up when you jump around. The tunes are fairly atmospheric, while nice splats accompany your globular movements throughout. *Globdule* is not your average platformer, so if you love the genre but need a change, try sprinkling this on your chips. Alternatively, you could always play it on your Amiga. (Boom Boom! Mr Roy — Matt.).

OVERALL 81%



I think we're talking Lucy in the Sky with Diamonds, Laughing Sam's Dice etc etc.

Gunship 2000

Digital integration, £16.99

Look, I've vomited into this envelope especially for you.

"Incoming rear!" shouts my co-pilot, as I fly low over enemy territory surrounded by, well, enemies, actually. I couldn't hold back the cry of exasperation, as I knew that in a second the rear would be on me, and my mission would be over. Suddenly, splat! It was a rear all right — a big hairy one, whose buttock cleavage was now imprinted on my cracked windscreen as I hurtled towards the ground, and death below. Okay, so "Incoming rear" actually means a missile coming in 'from the rear', but there's nothing wrong with a bit of imagination. (My god Nick, you have vision. Any chance we could swap you for Andy? — Matt.).

Gunship 2000, if you hadn't already guessed, is a helicopter sim, which actually has gameplay, surprisingly, unlike most flight sims, calling for totally new tactics and different controls.

There are the usual large amount of options, ranging from how much your co-pilot does for you, to wind and visibility settings and variable control methods. The action moves acceptably quickly and fluidly, while "Incoming rear" is one of the many digitised calls from your co-pilot, which add a lot to the atmosphere.

I must admit to being a bit apprehensive about *Gunship 2000*, but it has completely blown me away, especially by how easy it is for beginners. The simple tutorials are fantastic, and really let you get on with the game without having to plough through all of the (admittedly lightweight) manual. *Gunship 2000* will keep you playing for ages, and enjoying every minute. At this price, that can't be bad.

OVERALL 92%

TITUS THE FOX

Titus £7.99



As part of the initiation ceremony, The Animals of Farthing Wood demanded...

Oh goody, something new! A platformer with a cute main character and a stupid plot! That makes a nice change doesn't it! Er... no, actually. Never mind. So you, as Titus, have to travel through a platform-based world to rescue your kidnapped girly (that should be vixen, surely? — Harry.), killing and maiming legions of enemies.

Although this looks like any other platformer, you soon find that there is actually a lot more to *Titus the Fox* than first meets the eye. The thing is, Titus has no weapons himself, so he can't just shoot the baddies, or, thank God, jump on their heads. Your only chance is to use the objects placed strategically around the level, like boxes or paint cans, which have to be picked-up and thrown to dispose of your adversaries. Some objects have special features though, and clever use of these, as well as the normal boxes (which you can stand on), is the only way to complete the later levels.

...that the Fox expose himself to unsuspecting pedestrians in the nearby town (Watch it, Harry — Andy.).

The main place that *Titus* really shows its age is the noticeable screen slow-down when there are a few baddies around, but apart from this, the sound and graphics just about stand up to most of the newer platform games.

The puzzle elements certainly add a different dimension to Titus, making it more than just another platform romp — but don't let the puzzles put you off; they always take a back-seat to the action. [NP]




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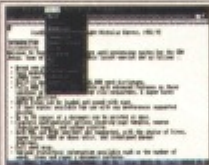


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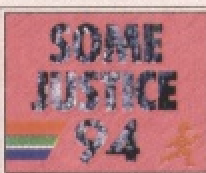
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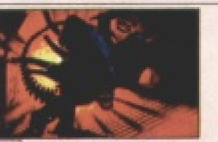
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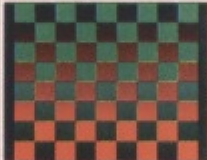
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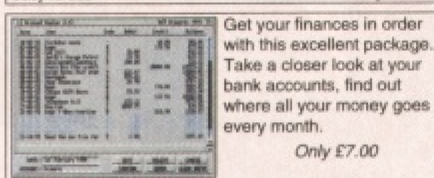


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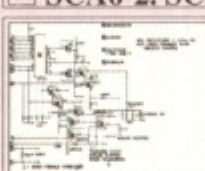
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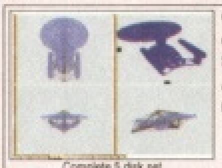
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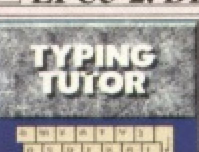


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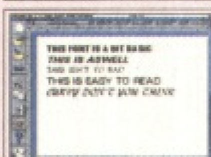
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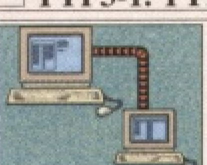
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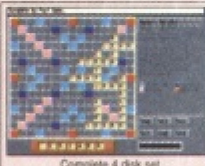


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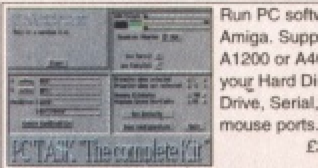


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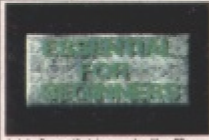
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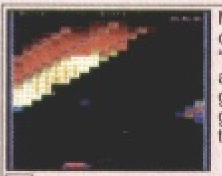
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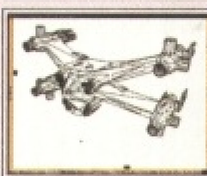


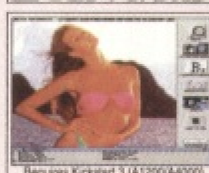


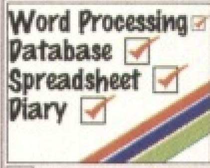

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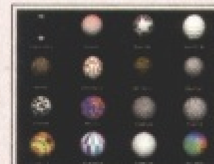

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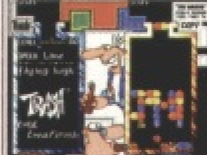


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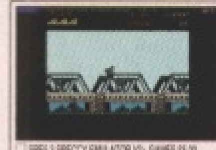

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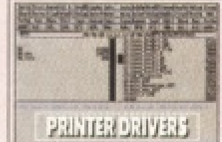

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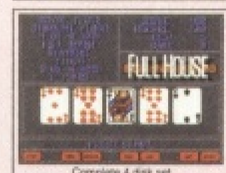
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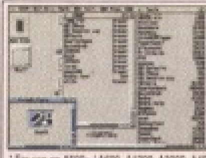
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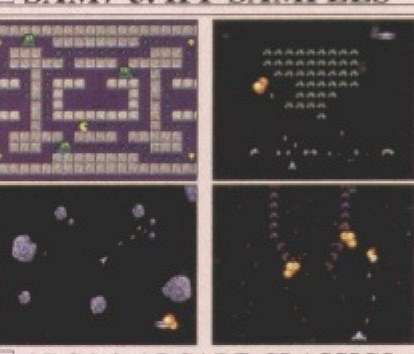

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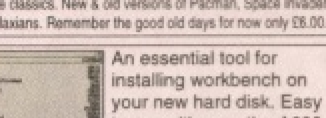
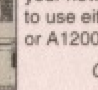


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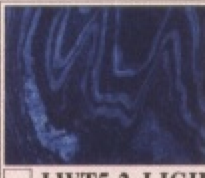

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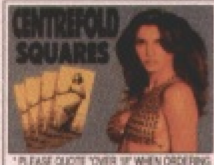

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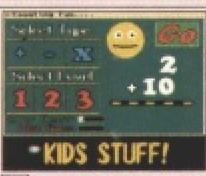


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An alternative day at the butchers, and that's not Frank Butcher's. This game has more Blood 'n' Guts in it than a juicy Doner Kebab. Great fun.
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ZAT3-1. ZOMBIE 2 AGA



A collection of great fun educational games for children aged 7+. Maths, spelling, speed, etc. are all included in this excellent compilation.
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PSW10-4. PASSWORD

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TIPS

KILL ZONE

This month's well-tempered array of glittering pila will strike fear into the much prized marrow of our enemies. First to show is the Space Cohort of Reunion, its javelins poised at the tremble, eager to probe for leguminous flesh. To the poignant straws of Robinson's Requiem, march the quiverful greens of the Starlord, keen as as any rhizome, their stems entwine to form a living cord that leads towards our azimuth — The Wild Cup. For Best Winter Vegetable.

REUN

Playing Through the First Solar System

Here is a quick reference guide which will help you continue to see beyond the first solar system of Reunion. You must remember that there is no one way of doing this. Many approaches can be taken. However, here is one way:

Choose Thomas Dempsey, Jack Benson, Elanor Brady and Michael James as your commanders.

295050 2928. 03. 14-23.

We have a very strange device, that was recovered from a crashed alien ship. Our scientists cannot discover it's function so we thought that, for a modest fee, you could have the alien item.

Go to the Research-Design screen and develop the miner droid on the research computer. When research has been completed, develop the satellite. Now go to the buy screen, and buy some droids.

Go to planet view and create three extra buildings (for living space — build more if you need them later) and extra mines, and put as many droids as you can in them. When you get enough money, make a total of nine mines and place nine droids in them (for maximum ore extraction), and build some extra derricks.

Now click on Planet Info and raise the tax to high.Buy four satellites, then launch one to Apollo and one onto any other planet.

Go to the bar and ask the bar man for a drink. Buy what he recommends and he will give you a message that you are not alone in the solar system.-

When your satellites are destroyed, your developer will invent a satellite carrier, proceed to develop it, and then buy two.

Go to Ship Info and click on new group. Name it if you like, then place the satellite carriers in the group when they are produced and add the last two satellites to the group.

Click on the Cockpit icon and launch the ship and place satellites around some planets and their moons. You will find in time that some planets yield better ores than others. From now on, try to place as many satellites around as many worlds as possible. You are looking for essentially: Energon, Raenium and Texon. Keep note of useful planets e.g. Penelope of Zeus by using the planet database. Develop the miner station when invented. Proceed to develop the transfer ship. Buy one miner station and one transfer ship.

Go to the Ship Info screen and make a new trade group, and place your transfer ship and miner station in the group. Fly to Apollo and place the miner station on it, by clicking on the deploy station icon. You may return here later to collect ores in trade or transfer ships when you need them, as with all further off world mining.

Proceed to develop the Command Centre/Colony. You will need to send your Developer to university to become more experienced in maths. To do this click on him, and then "Go to university?". Send him on the maths and physics course.

When your colony is ready for production, fly to any planets suitable for living in your trade group, and place some colonies on them when you can afford it (click the place colony icon). You will need 100,000 credits at least per colony. Try to make star ports on them and aim for putting nine droids within nine mines on all mining colonies.

When you have reasonably-sized colonies on, say, two planets, fly to Jade when you discover it, in a transfer ship/trade group. Here you will meet some aliens. Proceed to develop the communicator immediately, ready for any future contact.

When the aliens communicate with you, offer to send your scientist to them. When your scientist/developer returns, proceed to buy at least two of the alien technology trade ships and place these in your trade group. Now you can transport large quantities of ores. Get plenty of Energon, Raenium and Texon.

When the aliens contact you again, buy the unknown item as it will become essential later! Develop it as soon as you can, it will turn out to be a hyper drive! When the message stating that



REUNION

NION







the unknown item is a hyperdrive is shown, develop it. You will need Klaatoo (bit of Day the Earth Stood Still there — Andy.) or you will have to send Thomas Dempsey on a Physics and Electronics course. Now you can fly satellite carriers to the Phoenix system.

On the aliens' third visit, offer to help them fight the Morgruls who are planning to attack them. Say you have no weapons to fight with and say you will help. You will be given Hunter and Laser technology to help them with.

Proceed to build 10 hunters and ten lasers and place these in a new army group on the Ship Info screen. You will not have enough time to help the aliens, as the Morgruls will attack them far too quickly. If you do manage to get some ships up, don't attack the Morgruls as you will be destroyed!

The Morgruls will wipe out the aliens and then head for you! Make sure the ships are ready and equipped. After the attack, proceed to develop the twin laser gun.

You will then be attacked a second time for which you will need 50 hunters and plenty of twin lasers and lasers.

After this attack, try to make up a large army. You will need more technology to do this if you are to stand a chance against the Morgruls! You must continue to explore new systems, finding the Morgrul home world is essential! Who knows what lies ahead?

NOTES

- If, at any time, your colonies ask for something, (like hospitals or food resources), build it as soon as you can. The swine may become rebellious if you don't!
- You will need to return to New Earth to collect cargo (like satellites and ores) and transfer items home.
- If you are short on money, try making more buildings on colonies and raise their taxes. Be careful not to make them unhappy with unreasonable taxes. Remember this is not only a game of exploration and strategy, but quite a bit of economics too!
- Remember that if your commanders are unable to provide the skills required, hire a better one.

ANSWERS TO SPECIFIC QUESTIONS

Q. How do I find the second solar system?

Assuming you have already met the Jaanosians in a transfer ship, you will be able to reach the second solar system. On their second visit, the Jaanosians will offer you an unknown item for 16000 credits. Buy it from them. When your developer becomes more educated later in the game (after sending him to university) or you have the best developer (Klaatoo), you will dis-





cover that the item is a hyperdrive. After development of the hyperdrive, you will discover that the icon "SYSTEM 2" will appear on the star map.

Q. How do I find the third solar system?

If you have already discovered the second solar system, go to the bar later in the game and look for a small brown furry creature. If you see him, ask the bar tender who he is. Ask to speak with him, and you will find that he is a spy. Pay him to find out where the Morgruls' home planet is. When he finds out, you will notice that the icon "SYSTEM 3" will appear on the star map

Q. How do I get my forces to other systems?

You will need a hyperdrive for your carriers, a destroyer for army groups, and a galleon for trade groups.

Q. How do I attack alien ground forces?

To do this you will need tanks, troopers and/or aircraft. Go to the group screen and put the weapons and ships etc. in the group you wish to attack with. Now click on the red arrow to the right of the table to flip from ships to ground forces. Add your tanks etc. and weapons to the group. Now go to the cockpit icon, launch and then head for the planet you wish to attack. when you have arrived, go to the star map. First attack their fleet by clicking on the fleet icons (if they are not there, then their fleet is elsewhere or there isn't one!). After the battle has finished you will see an icon of a rifle. Click on this to commence the ground battle.

Q. How do I defend myself from the Morgruls?

You will need technology other than your own. You will have to visit the Jaanosians. Meeting the Kalls is recommended and meeting the Phelonians is highly recommended. It is worth helping or making friends with each of these races, as they offer you the technology you need to defeat the Morgruls.

Q. How do I defeat the Morgruls?

To survive the first attack, you will need at least 10 hunters with lasers and any fighter character.

To survive the second attack you will need at least 50 hunters with well equipped lasers and twin lasers and ideally a better fighter character.

You will then have a breather where you will need to make an army of hunters, starfighters, destroyers, cruisers, tanks and troopers etc. You may at this point wish to attack Jade with your forces. However, this will not defeat the Morgruls away from the planet. Attack the Morgrul home planet as soon as possible in the game with this force. Talk to the spy after the second Morgrul attack to find out where they live. If you wait too long you'll be attacked a third time and suffer big losses. This will be increased if the Kalls join forces with the Morgruls.

To try and slow this process down, take a carrier with a tractor beam to Phoenix One. You will find a Morgrul pirate ship. Don't kill them! Tell them that the Kalls are planning to attack them. This will slow down the Morgrul-Kall alliance.

Q. How do I get Hunters and lasers?

Fly in a transfer ship to Jade, ideally after nine months. Develop the communicator as soon as possible (which will be as a direct result of meeting the Jaanosians). On their third visit, offer to help them against the Morgruls. They will give you hunter and fighter technology.

Q. How do I get starfighters?

You must meet the Kalls. They will give you fighter technology in return for your support.

Q. How do I get destroyers?

Land on system 3, planet 2, moon 1. You will find technology form Explorer 1 for the destroyer and another item.

Q. What is a galleon? How do I get it?

A galleon is a ship which will get your groups of trade and transfer ships to other solar systems. You will invent one shortly after discovery of the second solar system.

Q. How do I get troopers?

Your developer, if skilled enough, will invent one not long after the first Morgrul attack.

Q. How do I get battle tanks?

Meet the Phelonians by taking a trade or transfer ship group to system 2, planet 5 as soon as your observatory discovers it. The Phelonians offer you 100,000 credits for 10,000 tons of Energon. Say that you would like something more useful and they will offer you a tank design. Accept this and then you can make your own.

Q. When I invent a colony, why can't I fully develop it?

You will need to send your existing developer to university on a physics and electronics course, or better still, hire the best developer (Klaatoo).

Q. How do I get aircraft ?

In the fourth solar system you will find the Erans (planet 2). If you build an observatory in this system you will find that the sun will super-nova shortly. Tell the Erans and offer to help them evacuate their planet.

Later in the game, place some spy satellites around any alien occupied planets which you come across. You will find that these belong to a league of hostile aliens. When you get to know the two strongest races of the league, talk with the bar man.

The Erans will help you as you have helped them in the past by giving you support in the bar (you may also be able to use their metamorphic ability!). Use them to get the Undorlings on your side, as these are about the most powerful and their absence will weaken the alliance. The Undorlings will give you aircraft technology to help you out when you join forces with them against the league.

Q. How do I get cruisers?

Visit the first planet of the seventh solar system. You will find psy-radar technology here. Develop and make one. You will then find a series of disguised alien technologies. Amongst your findings, you will discover the Syonians. Talk to them and they will give you cruiser technology (for an important reason you will become aware of when speaking to them) and join you.



KICK OFF 3 EUROPEAN Challenge

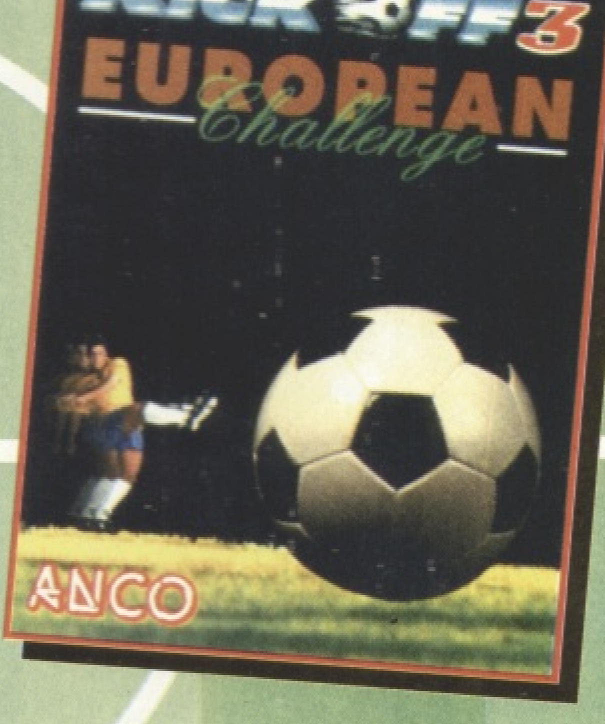
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The top 24 International Teams and the best 96 Euro Club sides battle it out in Kick Off 3 European Challenge. Build your side around the star men. It is these key players who provide the skill and the style needed to win one of the 12 League and cup trophies, and maybe even the World Cup itself!



Kickin'!



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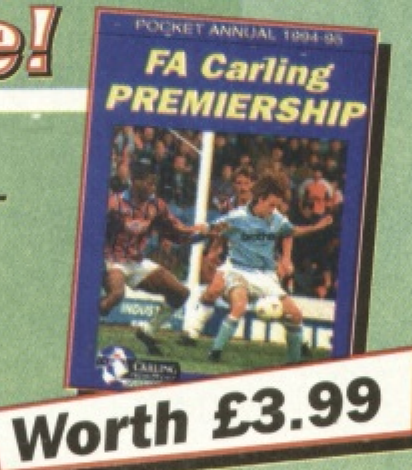
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The first 10,000 Amiga copies and the first 10,000 PC copies of Kick Off 3 European Challenge come with a FREE FA Carling Premiership Pocket Annual 1994-95. Worth £3.99 with a complete Premiership club directory, season reviews, player records - this is a guide that no soccer fan should be without!



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Tel: 0322 292513 Fax: 0322 293422 Amiga: Min 1 Mb, 1 button, 2 button and CD32 joypad compatible
IBM PC: Min 386/33 MHZ VGA 2 button or Gravis joypad compatible. Soundblaster compatible.
*Screen shots displayed are representative of IBM PC and Amiga 1200 versions only.

WILD CUP

WINNING:

You can win a match by either scoring more goals than the opposing team, or by killing seven of the opposing players. If the match is a draw, there will be a 'penalty shoot-out'. This means that all the players will start as in a kick-off, but without a ball, and the first player to kill seven of the enemy players wins. (Any deaths here are not permanent — you don't have to resurrect anybody — but earlier deaths count).

HEALTH:

When you're playing League or Wild Cup games, your players will become injured, or if you're unlucky, dead. (Players are healed/resurrected automatically and for free after a match when playing an unfriendly).

There are only two ways to regain health for your players:

1. Let a player die and resurrect him.
2. Substitute a player.

When a player doesn't play for a match he gains 20-30 energy points and it doesn't cost anything. It is a good idea to keep swapping your substitutes and players, and if you do this you can play the entire game without anyone dying; and therefore saving any money ordinarily spent on resurrection.

BUYING/SELLING PLAYERS:

When you're playing League or Wild Cup games, you have the option to buy or sell players. When buying players, stick to Rhinos, Apes, Lizards and Bears, as these are the only breeds worth buying. Put Rhinos and Lizards in defence, Bears and Vikings in midfield, and Apes in attack. If you have a full team (14 players), you can swap or exchange with money one of your players for a new/better player. Hint: Always buy Pull Staples of Death Inc. (costs around $2,500,000). He is the best player in the game (brutal for every stat.), and you should put him in an attacking role (funnily enough!)

WEAPONS

There are a number of weapons available in the game, but some are more effective than others:

- Rapier Sword: An ineffective weapon, as it has very limited uses and does very little damage. It is difficult to use, because it requires you to be standing still when it is operated — which means the enemy have to run into you
- Broad Sword: As above, but does more damage.
- Shield: Not a weapon at all, but it can be useful especially if the opposing team all have mortar guns.
- Gun: The BEST weapon, extremely effective. You can use it when running or when stationary, it has a long range, and the bullets move faster than anyone can run.
- Mortar Gun: Like the gun above, but it sometimes fires bombs, and you have no control over when the bombs are released. I would not advise buying this, as it is more likely to kill your own players than the enemies.

As with any weapons you can buy, you can kill your own players so you must be careful, especially with guns, as they are devastating but inaccurate.

You should be very careful about buying weapons, as they very often affect your game. Remember that it's impossible to slide-tackle when carrying some weapons, as your player will use the weapon carried. This can affect your play, as sliding is the most useful move in the game. Without slide-tackles, you can't take the ball from another player without using your weapon and taking the ball from the body. This is more difficult than it sounds, as it takes more time to do, and so allows other players to get involved in the fracas — which just makes things more difficult for yourself.

FORMATION: I would advise you to stick with the brutal formation as this is the easiest one to score with, and therefore to win with. When playing with this formation, arm the players numbered 7,8,9,10, and 11 with guns, and leave everyone else unarmed. This is the best set-up, because it gives you a very good attack and it leaves your defence and midfield free to get the ball (by sliding tackle), and to pass it to your attackers.

SCORING

There are four ways to score in this game, and they are as follows:

1. (Unarmed players). Get lined up with the goal outside the penalty area, then run towards the goal. Kick the ball as hard as possible towards the goal, and wait outside the six-yard box. When the goalkeeper has just caught the ball, beat the hell out of him, then score in the open goal.
2. (Players with guns). This is the easiest method of scoring. Get lined up with the goal outside the penalty area, and run at the goal. Kick the ball at the goal from just outside the six-yard box, then stop and blast everything in front of you. (Don't worry about any of your own players in the way, but make sure you hit the 'keeper). Then just pick up the ball and score.
3. (Players with swords etc). There is no set way of scoring, but you should using the following steps.
   - Keep kicking the ball at the goal.
   - Keep attacking the goalkeeper, because if he dies it's easy to score.
   - Try to slide-tackle the 'keeper.
   - Basically, attack everyone and hope for a chance on goal.
4. (Using ball power-ups). Use any of these power-ups to score: CANNON BALL, FIRE BALL, and ROCKET BALL. Simply stand just inside the penalty box, kick the ball at goal, and use the power up. (With the ROCKET BALL, when the 'keeper jumps for it, you must try to tackle him when he lands).



STARLORD

1. Generally speaking, players should buy resources near the beginning of a market year (ie before rare resources sell out) and sell later on. It doesn't matter where you buy and sell, because the market is global.
2. Refrain from attacking powerful families until you are strong enough. Start by conquering the many small starlords in order to increase funds and resources.
3. Raids are a good way of increasing your funds. Make sure you have time to reach the target world before the starlord returns.
   You can force a starlord to return to his base world by raiding it.
5. When you start moving up the starlord hierarchy, do so steadily, placing your offspring in control of crossroad worlds to hamper the progress of your enemies.
6. When you transfer control of a conquered world to one of your children, always provide them with enough resources to defend and supply their campaign. If you want them to stay put, provide them with gunships, but limit their funds. They are effectively now a garrison world.
7. Treat your family well. If you don't, they may well turn on you or turn a blind eye in your hour of need.
8. Always leave your base world well defended. This will allow you to leave funds (relatively safely) in reserve, and therefore lessen the impact of defeat while away conquering worlds.
9. If a more powerful starlord is en-route to destroy you at your base world, you can postpone the inevitable by abandoning it or running away.
10. Loyalty is built on trust. Your allies' enemies are your enemies. If you take the middle path and try to remain neutral, you may come off the worse as loyalties shift.

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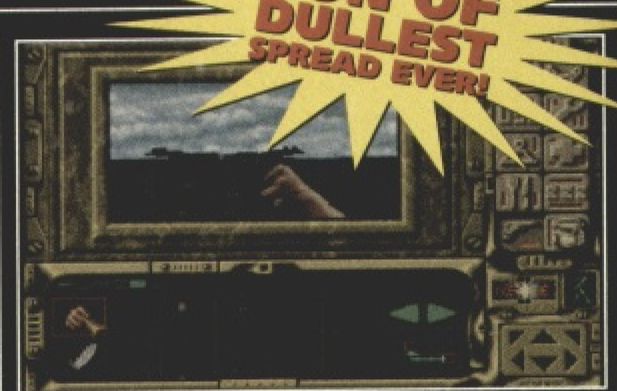
From the makers of that nice lemon, or indeed orange barley water, via the pen of the late, great Dan Defoe, to the tune by Simon and Garfunkel, we are proud to present Part One of our complete solution to the game which only features the word 'requiem' in its title because those crazy French don't understand what it means.

SON OF DULLEST SPREAD EVER!

I Jungle Book







Welcome to your new home! Your parachute has set you down in the heart of a jungle, so get your wits about you right now. You need to keep your eyes open all the time for anything that could prove useful to you. You're going to need to stock-up on food, and kit yourself out with the tools of your survival. Remember to constantly check your physiological condition using your Sesame computer. Always anticipate threats to your health rather than wait for the symptoms. Everything you need to stay alive on this planet is here; it's just a matter of using your ingenuity and intuition. But remember, staying alive is just the first stage in your bid to escape. Follow these guidelines and you stand a fighting chance...

Begin by heading Eastwards, through the passage on the left, between the mountains. Tread carefully and look for changes in the terrain, as there are steep drops and banks which can lead to broken bones. Soon you will come across the wreckage of your spaceship, so take what is yours — collect five wires from the debris, and collect the medicines from behind the ruin. This is essential — your medical kit will keep you alive.

Now return to the South; go towards the East, until you come to a lake. Near the lake you will encounter another Robinson Agent. You may be tempted to shake hands and enquire as to his health, but remember — it's every man for himself on this planet, and staying alive means dispensing with some of the niceties. He has possessions you need, so kill him and take the matches, a gourd, the computer and the battery. Pick up his knife, which has fallen to the ground.

Now you have a knife, you can cut loose. Find yourself some food, but be careful! The pears on the tree near the lake are not edible. Using the knife, collect branches and leaves from the trees. These are your building materials. You can make a hat, using the leaves and the needle in your kit bag. Now get yourself a supply of water. You can fill the gourd you took from your fellow prisoner — just click on "USE", then get sufficiently close to the lake. Click on the gourd and drag it near to the water and it will fill. Unfortunately, the lake is not full of French mountain mineral water, so you would be advised to disinfect it before drinking it, using a sterilisation tablet or by lighting a fire and boiling it ("USE" icon).

In the vicinity of the lake, there are three cauliflowers concealed in hidden recesses. They are rather heavy so you would be wiser not to lug them around with you. Remember, the weight of the bag you are carrying affects your level of fatigue.

It is best to eat them as and when you find them. Now return to the West, travelling as far as the end of the mountain.

Recover the following along the way, in the recesses of the mountain: to the South, earthworms in a heap of earth; and to the North, a cauliflower. Now take the road to the South; follow this road and go up the mountain. On the left of the slope there is a cauliflower.

Now you must go into combat. The birds on this planet are not the twittering sparrow type. You must fight the eagle and kill it. Now use the knife to collect meat and feathers from the eagle. Recover the eggs and a large bundle of feathers from the nest — you will need these later...

Now go back down the mountain and continue towards the North. At the entrance to the road, prepare to meet a friend who is not all he appears to be. When you have killed him, look in the grass close by for his Sesame computer. If you find it, take it. Follow the narrow pass towards the West. But watch out! There is a tiger at the entrance to a road and the tigers on this planet are a particularly menacing creature. They will attack without provocation and few weapons are effective against their lethal lunge. Your best bet is to pass it by crawling on your hands and knees (click both right and left mouse buttons), bypassing it via the road which leads to the North, crawling all the while (ooof!).

Having successful avoided imminent death, continue along the road right to the end towards the South, and collect some resin from a tree. By using the resin and a branch, you can make a torch. Now continue along the road towards the North and turn left at the crossing. Swallow your fear and trepidation, light the torch and enter the cave.

II Ali Baba's cave

The caves are dark and dank, as all proper caves should be, and they are full of numerous mutant Ali Babas. A word of warning — there may be hidden precipices in the ground so tread carefully. In the main cave, recover a computer on the floor. A very long corridor to the North leads to a dead end. If you get this far then use your knife on the walls to scrape off saltpetre — it will come in handy later. At this stage you would be wise to take some antibiotics. Remember, climate and environment effect your health, and there's nothing like a damp, cold cave to bring on a dose of flu. Now take the Western exit towards the marshes.



S REQUIEM

III The Marshes

The marshes are one of the more unpleasant parts of the planet, and will begin to test your survival skills for real. Until now, you've just been getting yourself acclimatised.

Beware! Do not go into the marshes at night, as a tyrannosaurus roams around and kills anything that moves. Numerous monsters may attack in the main clearing. Four roads lead out to the West.

The one furthest to the North leads to a tree with edible grapes. Check your energy levels — it may be wise to eat and get some rest. The second road leads to a small clearing where there are five melons hidden in tall grass. The third road leads to a Robinson. Be sociable — talk to him, and take the necklace he offers you.

You may want to collect the fruit from the Yks'Ykd'Yk, in this clearing. It is a type of drug. Now, take the fourth road, which is the furthest to the South: it leads to a village. Watch out! Along this road, carnivorous plants must be killed or avoided. If you are bitten by a carnivorous plant, you must act fast, as its bite is poisonous (see below for the mygale spiders in "Apache Canyon"). The necklace your fellow Robinson gave you has an important use. Put it around your neck, and you won't be attacked by the Horsewomen from the village.



You may want to go and listen to the Headwoman of the village, right up in the North. Not far from her, you can find a stegosaurus, whose milk you can take, simply by validating the gourd on the udders. After collecting creepers with the knife (by clicking on the creepers), you can make a bow, by combining a bow and a creeper:

Bow = branch + creeper: arrow = branch + feather: fishing rod = branch + creeper + safety pin + earthworm

Now you should be getting used to the idea of using the environment to your own ends. Try experimenting — combining different elements and clicking on the Build icon. You can fish at any of the watering places, by selecting the "HOOK" icon in the USE action. Return to the mutant Ali Baba cave and pass through it in order to reach the jungle.

IV The tiger hunt

You've still got to deal with the tiger, but at least now you have bows and arrows. Crawl past it and once on the other side, position yourself at a safe distance and shoot two arrows. Watch out! At the first arrow, the tiger will start to attack so you must get the second shot in quickly and accurately or you'll be Kattomeat for sure. Recover the skin and meat from the carcass of the tiger. Remember, animal furs and skins can be used to make clothes.

Flushed with your victory over the tiger, you should now be getting a feel for how you're going to make it off this planet. Head back towards the wreck of the vessel. Directly North, take a road towards the left. Climb the mountain and cross the bridge. Here you may choose to pick some leaves from a "Marijuana" plant right on the edge of the cliff. (Don't get carried away though. You're not going to sit around getting stoned and contemplating the meaning of life on a prison planet. However, a couple of leaves could prove useful in times of extreme stress).

A little further on, there is another tiger which must also be killed with two arrows, but you've got the hang of this now. Recover the skin and meat and use the skins, thread and needle to make some clothes :

clothes = skin + wire and needle

V Hot and cold

Enter the cave to the North and put on the maximum amount of clothes, with the skins taking priority. This is the coldest place in the game. Cross this cave from the South to the North. In the main cave you will encounter some pteranodons. From this main cave, go towards the East where you will meet another Robinson. Kill him and recover his computer, a razor and a video game, which cannot be used on this planet. Return to the main cave. Go to the North, leave the cave and enter a canyon.



VI Apache Canyon

Out of the frying pan and into the fire. Apache Canyon is hot. Fine if you're on a beach holiday, but a threat to your well being when you're trying to stay alive against the odds. Take off the clothes and put on the leaf hat as soon as possible because that sun is blistering. Check your water levels — you don't want to die of dehydration.

The desert area of the canyon is inhabited by mygale spiders, which have a poisonous bite. You can give yourself an injection of serum before crossing this region. Try to kill them or avoid them. In case of being bitten, immediately apply the aspiro-venom to the wound, or an injection of serum. (The aspiro-venom will pump out the poison). Your aim is to cross the desert towards the West and enter the plain at the South-West where large "rabbit-bisons" live. This is a bit of a game of target practice, since they tend to bounce around all over the place. However, if you can kill a few they are a ready supply of meat and skin.

Watch out! At the end of this plain, there is a large, aggressive rabbit-bison with its calf. A butt from a rabbit-bison causes fractures and can sometimes lead to temporary deafness. There is a body of a Robinson in this dead end.

Recover its computer. To the South there is a passage in the mountain; on the other side you meet a Robinson. Listen to him. You can collect three pumpkins at the very bottom of this canyon. Return to the desert either by continuing towards the East or by passing via the plain with the rabbit-bisons. By passing via the East, in a dead end towards the South, you can treat yourself by eating Schamalho meatballs. What a delicacy!

Once in the desert area, take the road which rises up to the plateau towards the East. On this plateau, in a village, there live natives which you must fight. It's worth the effort because the natives have spears which will prove to be highly lethal projectiles and which can be used several times. To the North of the village there is a potato field. Take the large gourd hanging in one of the huts and fill it up at one of the watering places. Now continue directly South-West from the village, along a ledge. You will encounter a pteranodon right to the end. Watch out ! He can easily pluck out one of your eyes! Here, recover the computer on the sacrificed Robinson. Return to the desert area. To the East there is a passage which leads to a cave. Enter this cave.

VII A chill in the air

Don't take the first crossroads. Instead continue straight along the road. Cross through two caves inhabited by small tyrannosaurus rex. At the end of these two caves, take the road to the South. Here you arrive at a maze. In the maze of galleries there are various dead ends. In one of them, you can recover a computer close to a body. In the other dead end, there is an area with a small pond. Take the tortoise and, after eating it, use its shell to make a helmet.

A useful tip — collect salt from the walls. It is extremely useful in times of intense heat. Return to the main cave. Take the road which leads to the South-West and to the desert.

Continued next month

CLASSIC TIPS

Been an Amiga owner for years? Then you'll love our fab new idea. Over the coming months, we're going to list cheats for over 75 percent of all Amiga games ever released! Just cut out this page, stick it somewhere safe and in a few months' time you'll have the most comprehensive tips guide ever published. This month: most of the letter 'A'.

AAARGH!

At the start of each screen you'll find various buildings. Blow fire over them, and then hit them. This will make them fall down a lot faster. When you burn or knock down a house, you get an egg. To beat the other monsters in a fight for an egg, don't jump around and breathe fire, just hold your ground and punch forward. After three or four falls, your foe will stay down. Keep eating, even if it doesn't show any increase on screen, your health will rocket

ACTION FIGHTER

Get on the high-score table, and type ZBACKDOOR for infinite lives.

ADDAM'S FAMILY

To get four free lives each time your game has ended, walk past the CONTINUE DOOR to the left and there's a room where you can collect them! Go up immediately into the hall of rooms, walk left until you are under the door above you, and push up. You are now in a secret room. Collect the stuff in that room, then walk up to the door and push up — there you will find a massive amount of treasures, 1-ups, and other goodies!

AFTERBURNER

Pause the game, then type THUNDERBLADE. Now try the following keys:

< Go down a level
> Go up a level
G More Missiles
T Less Missiles
N Extra Lives

AGONY

Type FANTASY on the title screen, and then hit any one of the following keys during play to activate these cheats.
F1 Puts a sword underneath your owl.
F2 Puts a sword above your owl.
F3 Increases the size of your bullets.
Press F4 three times to gain an extra live. This cheat can be repeated often so watch out you don't run out of lives.

ALIEN BREED

To activate the following cheats, log on to the terminal on deck two (one screen south of where you start) and simply type in (including spaces) one of the following:

I CANT BE ARSED TO PLAY THE FIRST LEVELS — sends you directly to deck 3.

ALIENS ARE FAGGOTS — makes the aliens quite weak.

PUFFNUTS MODE — makes the aliens quite slow.

IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD — makes the aliens very weak.

PI**ED AS A FART - to play the game in drunken mode.

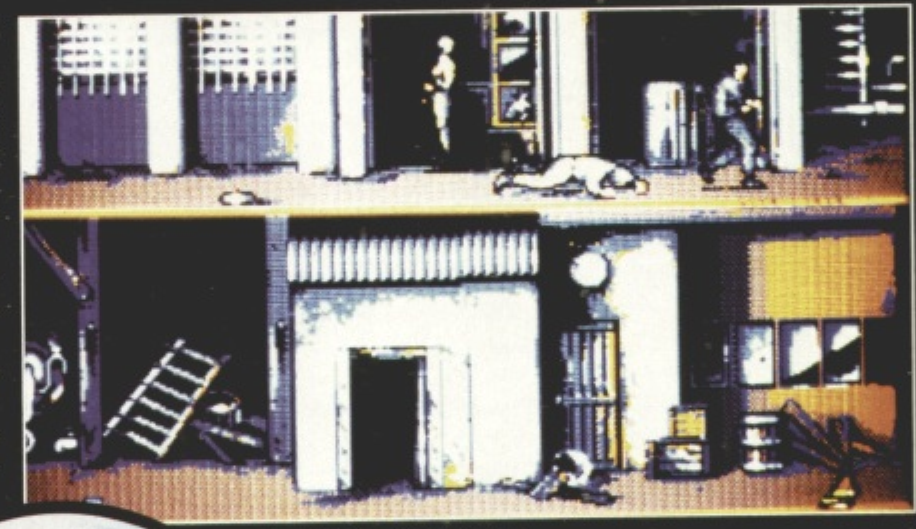
PITBULLS ON THE LOOSE — makes the aliens as dangerous as pitbull terriers.

BEN JOHNSON TRAINED THESE ALIENS — makes the aliens a bit faster.

THE IRAQIS MADE THE WEAPONS — gives you utterly abysmal weapons.

SALMAN RUSHIE PLAYS ALIEN BREED — all the aliens flee in terror.

The best method of disposing of the end-of-level guardians is to stay at the very bottom of the screen and continuously shoot at the nasties. The guardians will almost touch you at times, but if you stay firmly at the bottom, they won't harm you.



AFTER THE WAR

To give yourself infinite energy & time, press the following three keys simultaneously on level one: Alt, 1 and B. Holding down the Alt, 1 and M keys to advance on to the second level.

ARMOUR-GEDDON

When in the HQ, access the messages screen. Move the arrow so it points to the first letter of the message highlighted in yellow. Now hold down Escape and press the left mouse button. The message "YOU WOULDN'T LET IT LIE" should appear. This indicates that the cheat mode is active. You now have invincible craft and infinite supplies of fuel and firepower. To turn the cheat mode off (you need to do this to complete the game), simply access the message screen again, point at the first letter of the message highlighted in yellow, press and hold down Escape and then press the left mouse button. The message "LOOK AT THE SIZE OF THAT SAUSAGE!" should appear. The cheat mode will be de-activated.

ALIEN BREED SPECIAL EDITION

Make your way to the third level without spending any money. Now log on to the first Intex computer you find. You should have about 6000 credits. Buy nothing, then log off. It is important that no fire doors have been closed. Now do a complete circuit of the level. If you log back on to the same Intex computer, you will find you have loads of money.

Also, try entering any of the following: "THE ONE", "CVG", "CU AMIGA", "AMIGA FORCE", "AMIGA POWER", "AMIGA FORMAT", "AMIGA ACTION", "CHEAT", "SEGA", "PETER", "ANDREAS", "BOBERG", "STEFAN", "HAYDN DALTON", "MARTYN BROWN", "JUNIOR MACMILLAN", "DAVE BROADHURST", "RICO HOLMES", "ALISTAIR BRIMBLE", "WON THE POOLS", "BANK RAID", "KEY TO THE CITY", "MR YALE OR WHAT", "JUST CALL ME MOGGY", "WHY NOT CALL ME MOGGY AS WELL", "STEVIE WONDER", "KNACKERED JOYSTICK", "ALIENS LIKE MICHAEL BOLTON", "JANUARY SALE NOW ON", "ALIENS ARE BENDERS", "ST EMULATOR", "PC EMULATOR", "I JUST LOVE THAT TEAM 17 SOFTWARE", "SALMAN RUSHDIE PLAYS ALIEN BREED", "THE IRAQIS MADE THE WEAPONS", "ELVIS MODE", "ST USERS".

And the Level codes are: (log on to a computer then enter them)

2. XXDFA
3. RTHAA
4. LAEEA
5. UYTTA
6. PPEAB

AMNIOS

Level codes:
02: FRDSNSMNGR
03: PLFRMNLQSN
04: LSNBRGNSLQ
05: LKMCTKSCDF
06: STBNLMRCHL
07: RCHLMCLTHS
08: THBSTSTFTT
09: THTHJJRSNN
10: MLFNDBTFLL
11: BTTMNDHRCH

ANARCHY

The level codes are: 5400, 0101, 3901, 2602, 9902, 4303, 9003, 6904, 3305, 9305, 3406, 0407, 6407, 2008, 7408, 4709, 3810, 0511, 6811, 3212, 0213, 8213, 5014, 1015, 8215, 5116, 0117, 7017, 5518, 2819, 9919, 7320, 2521, 0622, 3722, 1223, 4523, 4124, 1825, 1926, 9726, 5927, 0528

ANOTHER WORLD

Some more level codes:
Level 1: EDJI
Level 2: HICI
Level 3: FLLD
Level 4: EDIL
Level 5: FADK
Level 6: LDCI
Level 7: ICAH
Level 8: LDIJ
Level 9: LALD

Level 10: KJIA
Level 11: LFEK
Level 12: FLAK
Level 13: LAEA
Level 14: FIEI
Level 15: GABK
Level 16: KCGB

APIDYA
Type in the following codes on the title screen, then press return:
Level 2: MISSHONEYBEE
Level 3: DEPUTYOFLOVE
Level 4: HASTALAVISTA
Level 5: SNEAKPREVIEW

APPRENTICE
Press TAB after the first title screen, then you can use all of these level passwords: WIZARD, SPELLS, ARCANE, DRUID, FAERIE

ARCHIPELAGOS
When asked to select an Archipelagos, choose 8421 and press ENTER twice. Now you can select any island from 1 to 9999.

ARKANOID
Start the game as usual. Whilst playing, you can access the cheat mode by doing the following: pause the game with the Space Bar, then type 'DSIMAGIC' and press Space to un-pause the game. A yellow capsule, 'DS', will fall — so catch it. The following keys will now make the following capsules fall at any time:
B: Break (Opens the gates and awards bonus points)
C: Catch (Holds the ball)
D: Disruption (Splits into 3 balls)
E: Expand (Makes the bat larger)
L: Laser (Gives you a laser, activated with the mouse button)
P: Extra Player
S: Slow (Slows the ball down)

In addition, pressing F will send you to the last level to fight DOH. Be sure to give yourself lots of lives first. You can skip any level by using ENTER on the keypad.

ARKANOID II : REVENGE OF DOH
On the high score screen, type 'DEBBIE S' for unlimited lives.

When you die, wait until the title screen appears. Press CAPS LOCK, then type 'DALEY-88'. You will then continue on the same level you died on.

On the title page, type 'ROBOCOPPETER' for continuous mode.

When you die, wait until the title screen appears. Press CAPS LOCK, then type 'MAGENTA'. Now when playing, hit 'S' to skip levels.

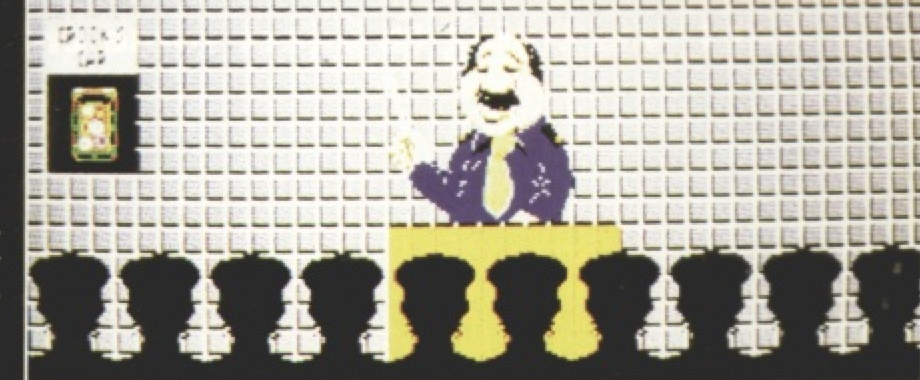
Lastly, try typing petejohnsonwantscheat on the title screen. Now, pressing S in-game will open the exits.

ARKANOID 3
When the pink loading screen appears, hold down Caps Lock and type IMAGINE. When the opening sequence plays, type PETEJOHNSONWANTSCHEAT. Now, when you press S, both exits will open, and you can go on to the next screen without finishing it.

Or, type DALEY88 instead at the pink screen, and you can now restart at the level you last died on!

While still on the title screen type in TUESDAY 14TH. When you press fire to start the game you will be presented with an options screen that will allow you to obtain infinite lives, etc.





A.P.B.
Type ALF into the high-score table for infinite demerits. If you press the fire button and push forward on your joystick while the music is playing, you can start playing the game on any of the16 levels!

ARMY MOVE
Type KARENBROADHURST on the title screen to get infinite energy. On level one hold down the ALT key, 1 and D for invincibility. On level two hold down the ALT key, 1 and J to become invincible. The code for part two is 101069.

ASSASSIN
On the brag screen, try typing in any of the following: ASSASSIN, SUPERFROG, PROJECT X, ALIEN BREED, THE ONE AND ONLY, PSIONIC CREW.

Type in MIDAN on the high score screen, and you'll see the message "You are a Fat Little Git". This cheat enables you to restart the game on whichever level you died.

ASTRO MARINE CORP
Press the F6 key, and type in any of the following level codes:
Zone 2: NOSTROMO
Zone 4: DISCOVERY
Zone 6: ENTERPRISE
Zone 8: DAGOBAH
Zone 10: REPLICANT
Zone 12: KRULL
Zone 14: METROPOLIS

ATOMIC ROBO KID
While on the title screen type in TUESDAY 14TH, including the space, and when you press fire to start the game you'll see an options screen that will enable you to obtain infinite lives.

ATOMINO
Level Codes:
Level 10 IDYLL
Level 20 TAURUS
Level 30 NEPTUNE
Level 40 PHOTON
Level 50 PLANKTON
Level 60 INFERNAL
Level 70 FOSSIL
Level 80 POISON
Level 90 SOUP
Level 100 SULPHATE

And the codes for the different sections:
10: acid
20: arrow
30: emission
40: lava
50: cave
60: elixir
70: bone
80: wood

ATOMIX
Press the Help key, and type in TIME to freeze the clock, or just type TIME on the start screen.

AWESOME
Hold down the plus (+) key on the keypad and press Fire. During play the F1 key disables enemies, F6 replenishes energy and keys 1-10 give you different weapons. To become indestructible, and to get infinite money and fuel, complete the first attack level. When the shields or weapons screen appears, move the cursor to the top left of the screen, and place it in the shields box.

Now press the joystick button while hitting the + key on the keypad. The screen will flash, indicating that the cheat mode has been activated. Now transfer all the energy to the weapons. Shields can still be drained by sustaining hits and colliding with objects, but once it reaches zero, the ship cannot be destroyed.To win, simply head for the last planet. Once you enter the spaceport, there will be a short animation showing your ship leaving the galaxy.

AXEL'S MAGIC HAMMER
Press the function keys in reverse order (F10-F1). now press a number during play to skip to that level.

ARMALYTE
Pause the game, type DELTA 3 , then un-pause. Your craft is now invincible.

AQUAVENTURA
On the options screen, hold down CTRL & F10, then press fire to start. You can now skip levels by pressing L, and skip to the tunnel section by pressing T.



SNIP TIPS

It's an age-old agreement; you tip 'em, we... er, flip 'em. No, I know that that doesn't make any sense, but I was trying to inject some enthusiasm into this intro. Oh well. Never mind.

JAMES POND 3
Millennium
I'd like to extend my thanks to the various folks who've sent in this cheat for the 'rather large' platformer from those clever Millennium chaps. By typing in NIGHTMARE at any time during the game, and then pressing F10, you can access a cheat menu. Just press escape to return to the game.

CH. MAN. ITALIA
Intelek
Nathan Khan from Bradford was compelled to send me about sixteen feet of computer print-out to prove the point that he's found a flaw in the demo we gave away as a coverdisk a good few months back. Apparently, if you buy a decent centre forward, such as Cantona, and then back him up with three decent centre backs plus a quality Mid/Att centre, you can get superb results by using the following formula:

Example
1: G: GK means shirt number one, a goalkeeper, in the net
(F) = Pushing forward
(B) = Pushing back

Formation
1: G :GK
2: Mid/Att C:Supp
3: Def C: Def C (F)
4: Def C: Def C (F)
5: Def C: Anc
6: Mid C: Mid C (F)
7: Att L: Att L (B)
8: Mid C: Mid C (F)
9: Att C: Att C (F)
10: Att C: Att C (F)
11: Att R: Att R (B)

GLOBDULE
Psygnosis
Thanks to Susan Stevens from Charlton for these superduper codes.
HFCNASAKEZDV
UDDCASNZEZDV
TLPPASNQEZQZ
SHPWASBNEZEP
UAQNNTOGEZDR
EZPSASBREZRX
WHQQASSBEZUJ
SVQBASSSEZVP
SKCUNVNNSBDR
FGCONWNHFCDR
VGPHOMAASSDR
GOEBOQBUSWDR
RYQGOYNZGEDR

BUMP 'N' BURN
Grandslam
Thanks to Peter Hobbs for this little sweetmeat on the Grandslam race-about. On start up, exit the options screen and when the Burning Rubber logo appears, type in ZXR750R. You need to do this quickly or it won't work, but once it does (which you'll know because the screen should flash when you put the code in) you'll receive £9999 after your first race. Supoib!

MR BLOBBY
Millennium

I've been having a bit of a fiddle with this fat chum, so here are but a tweeny segment of the codes I found. Enjoy.
EMEA
FLAF
HAHJ
BAJM
DASL
FTAN
HAPR
AACB

BRIAN THE LION
Psygnosis
While playing Psygnosis' little platform romp, you might be interested to know that nine of all the power-ups are available by pausing the game and then pressing all the buttons on the keyboard one by one, apart from Esc. Thanks to Laurence Ufot of Peckham for this particular love.

TRAPS 'N' TREASURES
Krisalis
Welcome to the world of Alex Simms from Sunderland, who wins himself a wad of software for sending in a great plop of tips and cheats; kicking off with some level codes for this hearty little platformy treat.
The Thread Needle Lagoons - 00000000
The Skull Grotto - 52011413
The Temple - 31245300
The Fortress - 15204524

QUIK
Titus
More codes from the Alexmeister...
Level 2 - SILIRONE
Level 3 - FUNETOC
Level 4 - URODECOLE
Cheat - SUCOLOKU

VALHALLA
Vulcan
And more...
The Sanctuary - lopfgw
The Chapel - uhgwil
The Tower - abheft

KID CHAOS
Ocean
And more...
Level 1 - CBBDCBABKAK
Level 2 - MHCNBBKBAL
Level 3 - DRFDQBLLKKC
Level 4 - OOCTLBBLKKN
Each of these gives you ten lives, and a decent score when you start each level (nice playing Alex!)

LEVEL BOSSES
Boss 1 - Don't bother collecting the time capsules, because more often than not they take time away. Concentrate on the shields, extra balls and laser guns if you can.
Boss 2 - Shoot all the falling barrels and as many rocks as possible for power-ups. Again, don't bother with the extra time capsules unless you're feeling lucky.
Boss 3 - Be very careful on this one because of the ducks, but try to move along under the bears as you shoot them to collect the power-ups. Don't aim for the bears on the top row, as you'll just kill the ducks; and the bears, when left, will move from the top to the bottom row anyway.
Boss 4 - Same as before here, just watch out for the electricity. Collect as many shields as possible, and when you only have one space invader to kill, just stand still and let him come to you (an old tip, that one! — Matt).
Boss 5 - This is the final boss so collect as many of the power-up as you can, apart from the time capsules. When the blocks start to crumble and the little bits fall off, go onto another block just in case the rubble hits you — but always go back and finish off the blocks. If the seagulls fly over from the right, move over to the right as well so that they don't get in your way.
Use auto-fire for all the bosses if you can, and look out for extra lives — the first ones have about eleven on offer.

CYBERPUNKS
Core Design
And yet more...
Whilst playing, hold down R, G, B, the left mouse button and the fire button. The screen should flash, and by now pressing F1 to F5 you should be able to jump missions, while 1 to 4 selects which deck you want. Pressing A gives you a sentry, S awards a party shield, D gives you a droid, and Z, X, and C give you different weapons. Left shift gives you a smart bomb.

SIERRA SOCCER
Sierra
And finally...
Choose a friendly match, and when picking your teams, press 'X' on the keyboard. The screen will flash and you'll be playing on a blue pitch which makes the ball extra bouncy. And that, my friends, concludes the Alex Simms column for this month! Cheers matey.

NJH PD

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KIDS PACK £5.99
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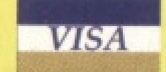
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ADVERTISERS INDEX

GAMES SURGERY

As always, the gates to Matt The Medic's surgery are bestrewn with lepers and peasants with bad colds. Never mind, here comes the man himself to brush them aside. NEXT!

Dear Matt,
Please can you tell me where to find the car keys in the weird adventure *Dark Seed*? I've had a fair wander about, and now it's starting to cheese me off in a major way!

Scott Tremont
Dorset

No, I can't tell you where the keys are, but have you tried using the microfiche in the microfiche reader? Aha! That's where you're going wrong.

Dear Doctor,
I've written to you in the hope that you can help me with *Monkey Island 1*. I've got three bananas, but can't find the two more I need even though I've looked everywhere on the island. Can you help?

Martin Slater,
Orpington.

Well I've got a loverly bunch of coconuts, but I don't imagine that helps you much, so... The first banana opportunity is when you get to the island, and then after pushing the rock off the cliff you can go back to the beach and collect some more. The next mention of bananas in the solution is when you take them from the fruit bowl in the village. This should give you enough to get the monkey to follow you. And, er... that's it.

Dear Matt The Medic,
Help me please! having played *Indiana Jones: Fate of Atlantis* for some while and have reached a crisis point. Crisis 1. Elementary I know, but how do I get the Sunstone from Monsieur Trottier on the team path? I can't make my ghost outfit scary enough. Crisis 2. Again in Crete, this time on the fists path, I can't locate the Worldstone to get into the labyrinth. I've lined the transit up with the Bull's head and tail, but I still can't find the disc.

Chris Briggs
Blackpool

Okey-dokey. Crisis 1: When you approach Trottier and get him to agree to see Sophia, don't tell him to come and see the greatest show or that she wants to trade wisdom, just get him up to the hotel room. Tell Sophia to keep him busy while you open the cabinet under the mirror and get the flashlight. Get the bedsheet, and then open the fuse box, pulling the circuit breaker. Once the lights are out, use the bedsheet, then the flashlight, and finally the mask (which you should have collected in Algiers). Trottier will pap his pants and run away, leaving you the Sunstone.

Crisis 2: I hope you mean the Moonstone, because the Worldstone doesn't actually belong in this location anyway! So... on the excavation site you need to uncover several piles of stones (by pushing them) to reveal two statues. Once you've found the mural in one of the buildings you can use the surveyors instruments, found on the ridge overlooking the dig, on each of the statues, each time aligning the cross hairs with one of the large horns. When you've correctly sighted them, a dotted line will extend from the transit, forming an 'X' on the ground. Use the ship rib to dig at this spot and, hey nonny, you've got yourself a Moonstone.

Dear Matt The Medic M.D
I don't know if I'm having my leg pulled, but I've been told that once you reach Elite status in Frontier, you can get a massive ship called a Mirage. Can you tell me if this really exists please.

Paul Merrick,
Winchester

I've had a number of letters thrown my way about this 'Mirage' thingy, and I can announce with a reasonable degree of confidence that it does exist. To find it you need to not only be Elite, but also to have an Empire rating of 'Prince' as well as possess a user ident from the managing director of the Sirus Corporation. You also need tonnes and tonnes of military fuel. Travel to the outer edge of the universe (a bit vague I know, but that's all I've got), and once you've found the Mirage an Empire flagship will arrive after a while and say "The Big Man requires a Mercenary for a right hand man. That's you." That is. Anyway, should you manage to turn all of these vague instructions into some physical activity, you'll end up with these ship specifications:
Mass: 265 tonnes
Mass (fully laden): 5700 tonnes
Internal capacity no drive: 5435 tonnes
Retro thruster acceleration: 28 Earth G
Main thruster acceleration: 34 Earth G
Crew: 5
Gun mountings: 10 + F
Missile pylons: 22
Allegiance: Empire, Mercenary.

MATT'S SHOW-OFF SHELF

You must all hate me on a personal basis. I only say this because I've offered you the chance to impress your friends with displays of your infinite wisdom, and yet you still refuse to be in my gang. Come on — help a fella out!

MEDICATION REQUIRED

- Gloria Lawrence would like to know where to find the weight in Fantastic Dizzy, as well as how to get past the dragon in the mine.
- Ian Montgomery would like to know how to get past the sealed door facing him as he enters Watchtower in PERIHELION. Anything to do with the Network's files?
- Coryn Jenvey from Bangor is not only stuck at the cliff with four buttons in CURSE OF ENCHANTIA, but also wants to know how to get into the castle in KING'S QUEST 6.
- Gavin Overton is desperate for unlimited money on MATCH OF THE DAY. Any ideas?
- Martin Slater wants to know where and how do you grow the green bean in Fantasy World Dizzy.

FREE PRESCRIPTIONS

- I've had a request from D J Elliss about any cheats or level codes for DONK!, and I can reveal that by typing in 'able to cheat' when the screen goes red on your way to an exit, you can use the F1 to F4 keys to boost your power-ups.
- Once again Nurse Mark Robins has come to the rescue of a helpless reader, this time with Graeme MacKay's Fire and Ice troubs. Apparently there are no cheats for F 'n' I, but by pressing F10 on the title screen you can bring up the option page, and by further pressing F3 you can select the world four trainer. This allows you to practice the level without having to go through the earlier ones. His other advice includes watching out for the Incas' blow darts as well as trying to get into the secret world on level two (hidden down the first hole in the floor). Also, look out for when the screen shudders as this means that the volcano is erupting and about to shower lava all over the place.
- Staff Nurse Ian Gornal from Preston has written in to abuse me (buggerlugs indeed!) and give an answer to the query on FIREFORCE from the October issue. All you have to do is press return when you are standing next to an aircraft shelter to drop a beacon. And that's not all; if you would like to have infinite M72 Laws Rockets then start the level as normal with just one rocket, arm the weapon and press the fire button, making sure that you keep your finger on the button so that the rocket does not get launched. With your finger still on the button, press escape and then go to the armoury and get rid of all your rockets. Now you can start a mission with an infinite supply of bazooka shells.
- Super Doc Peter White from Clwyd (who wrote in "Yes, I'm Welsh, but I'm not a four-eyed boggly git like Andy." Well done) has written in with a solution to Marcus Vinicius' SYNDICATE troubles. Just use one agent for this mission — if possible, one with a high brain version. Get him to the building as soon as possible and quickly pick off the surrounding guards from a distance. Now 'persuade' as many civilians as you need to be able to 'persuade' a guard, and then just run into the building with the Persuadertron switched on. All the guards will be persuaded, and you can get to your target without being shot. Hurrah!

THE SURGERY IS NOW CLOSED

But if anyone fancies a bit more exciting 'Group Practice' then please write to me at THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't phone, because I will only pretend to be out.

WIN YOUR VERY OWN UFO!

(Or possibly a jacket and some games.)

Just imagine it! Coming in fast and low over the local church next Sunday, piloting your very own 'Cigar shaped object' and scaring the pants right off the weak, god-fearing cringers below (what all seven of them? — Harry.). Travelling at speeds only ever dreamed of before, outrunning the crappy little toy-town Tornados sent to shoot you down. It's a big boy's dream come true, and it could happen to you!

Yes, thanks to those loverly people at MicroProse, we've got eight real UFOs to give away. Recovered from a Top Secret Shed in 'someone quite important's' garden, these genuine ex-government research establishment UFOs are fitted with the latest hyperdrive units, laser turrets and plasma generating field disrupters.

Look inside each of these UFOs (measuring approximately 40 feet by 60 feet) and you'll find all manner of hi-tech toys just waiting to be fiddled with, not to mention a cryogenic life-support system that's guaranteed to take grandad into the 21st century with a smile on his dentures. Hang on a minute, everyone my phone is ringing...

OH BUGGER!

Er, well apparently folks, I got the wrong end of the stick. That was Jason from MicroProse telling me to stop being silly, and tell you about the real prizes we've got to give away. Sorry about that, I've been watching *Close Encounters* and *Star Wars* a bit too frequently for my brain to know what's real and what's not.

So anyway, have YOU been watching too many Sci-fi films lately, 'cause if you have, you might be able to blag your way to winning a superb MicroProse quilted, nay, super-heated bomber jacket, a copy of the brilliant strategy/action game *UFO: Enemy Unknown*, or perhaps even a MicroProse goody-bag.

All you need to do to stand a chance of winning, is plop the answers to the following questions on the back of a post card or sealed envelope, and send it in to: The U just FO Competition, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The first two entries pulled cleanly from Andy's bottom (drawer. It's my bottom drawer — Andy.) on the 28th of January 1995 will win a MicroProse jacket along with a copy of *UFO: Enemy Unknown*. The next three names picked will receive a copy of *UFO*, plus a MicroProse goody-bag containing all manner of stuff, including mugs, stickers, badges, hats, novelty breasts, and and a whoopee cushion signed by the entire cast of Eldorado. Probably. Anyway, good luck, and here come those questions.

ALIEN TAKEAWAY

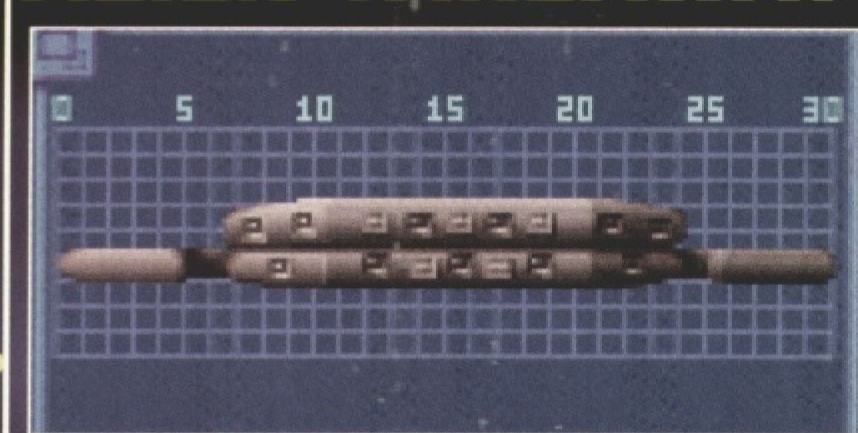


Fig 1: Stun your schoolmates with the incredible Zchjisburgar Cruiser 1600 SL from the planet Burgharkhing. This enormous bi-valve troop podulator is big enough to carry an entire regiment of Phlamegrilz with their complement of Ughotit slaves. Powered by two Gherrkin & K'hatchoop interstellar drives, the ship is armed with Moozthard Lazers and Frydonyon torpedoes. Usually retails at 300,000 Credits.

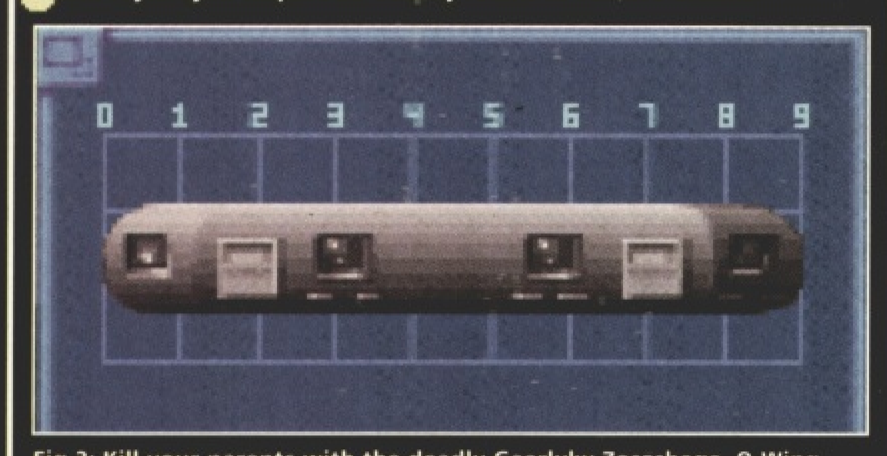


Fig 2: Kill your parents with the deadly Gaarlyky Zoszchage, O-Wing Fighter. It comfortably seats a crew of five Pspotigurlz from the Teskodeli-Kowntor, and comes complete with Griztlee-bitz plasma cannons and Hali-tosiz stasis support. Powered by one turbo-charged Pyygsbladdar sub-atomic motor, the 'Zosi' cabriolet also comes complete with the latest Livuran-bakon teleport system. List Price 350,000 credits.

QUESTIONS...

1. Using the words of *Star Wars*' Han Solo, complete this sentence. "Travelling through hyperspace..."
   a) "... is a bit dodgy at the best of times."
   b) "... 'ain't like dusting crops boy."
   c) "... makes my nose bleed."
   d) "... is great fun for all the family, especially at this time of year."

2. Richard Dreyfuss had a bit of a mishap while looking at a UFO from his car in *Close Encounters*. What exactly happened?
   a) His trousers fell down with hilarious consequences.
   b) He sneezed so hard that his legs fell off and rolled into a ditch.
   c) He burnt one side of his face.
   d) He burnt one side of his toasted tea-cakes.

3. I used to be extremely sad and belonged to the *Daily Mirror* E.T. fan club. One of my 'membership privileges' included a 7" single called "E.T. Speaks". Though never reaching the chart position it deserved, it was great fun, but what popular toy did E.T. use to learn English?
   a) A Game Boy
   b) A eagle-eyed Action Man, complete with revolving glow-in-the-dark buttocks
   c) A Speak-and-Spell machine
   d) An Etch-a-Sketch

4. When I wasn't listening to "E.T. Speaks", I often listened to the incredibly sad band, Electric Light Orchestra. Funnily enough, this collection of long-haired beardies often used an abbreviation not dissimilar to UFO. Was it...
   a) ELO
   b) UFO
   c) I don't know
   d) BBC2

5. In a freakish competition coincidence, a popular British ferry and cruise operator also shortens its name until it sounds a bit like UFO. Is it...
   a) ELO
   b) UFO
   c) P & O
   d) Channel 4

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GAMES

❑ **18th Hole**
(CAT 225 - 2 DISKS- NOT 1200)
This is a very good looking over head golf game. Good multi player fun.

❑ **3D Games Series**
(CAT 849 - 1 DISK)
Includes a brilliant 3D adventure game, which is absolutely huge.

❑ **Advanced Hero Quest**
(CAT 1920 - 1 DISK)
Let the computer be the game master, and provide the challenge You need the board game to play.

❑ **Black Dawn**
(CAT 559 - 1 DISK)
This is a totally excellent RPG adventure game that adventure fans shouldn't be without.

❑ **Black Dawn 2**
(CAT 730 - 1 DISK)
The amazing shareware follow up to the above smash adventure.

❑ **Deluxe Galaga**
(CAT 1974 - 1 DISK)
A true classic as far as shoot em up games go, and fantastically professional with it. Re-live some arcade nostalgia now.

❑ **Dithell In Space**
(CAT 1103 - 1 DISK)
Brill two player shareware puzzle platform game that is well worth it money for sure.

❑ **Golden Oldies**
(CAT 1308 - 1 DISK)
A wonderful collection of arcade classics from the early days. A good nostalgia trip

GAMES

❑ **Grand Prix 93**
(CAT 2892 - 1 DISK)
A surprisingly deep and highly involved management game.

❑ **Gush**
(CAT 1299 - 1 DISK)
This is probably the best version of Pipemania you can get. Very playable and very addictive.

❑ **High Octane**
(CAT 680 - 1 DISK)
This is a corking over head car racer for two players. It's full to the brim with thrills and spills, and plenty of weapon pick ups.

❑ **Klawz The Cat**
(CAT 1735 - 1 DISK)
This is a lovely cute platform game, with classic gameplay.

❑ **Knights**
(CAT 1096 - 1 DISK)
A very very good playable two player over head adventure game.

❑ **Mad Fighters**
(CAT 251 - 1 DISK - 1200 ONLY)
A Bone cracking good fighting game for all beat em up fans.

❑ **Overlander**
(CAT 2157 - 1 DISK)
An up dated version of the old classic Moon Patrol game. Fab.

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Test your knowledge of pop history with this pop-tastic quiz.

❑ **Red Dwarf Quiz**
(CAT 887 - 1 DISK - NOT 500)
Test your knowledge of the TV series with this Dwarf-tastic quiz. It's very though indeed.

GAMES

❑ **Rocketz**
(CAT 1987 - 1 DISK - 1200 Only)
This is a fantastic new two player shareware blaster that really uses your 1200's abilities well. It's com mercial quality stuff.

❑ **Santa And Rudolf**
(CAT 897 - 1 DISK)
Christmas just wouldn't be the same without a lovely cute festive game for you to play would it?

❑ **Starbase 13**
(CAT 1213 - 2 DISKS)
This is an epic graphic adventure with lots to solve. It's very playable, and quite funny.

❑ **Task Force**
(CAT 2122 - 1 DISK)
Just happens to be a stonkingly good Space Crusade type strategy combat game. Play it Now!

❑ **Tetren**
(CAT 66 - 1 DISK)
Tetren is a very good Tetris clone. It features a good selection of new oddities, and two player option.

❑ **Total War**
(CAT 1043 - 1 DISK)
A brilliant version of the board game Risk. Six players computer or human compete, and battle.

❑ **Wacko Jr In Wonderland**
(CAT 273 - 1 DISK)
A delightfully cute platform game which should easily please any kids, or even a few adults too!

ASSASSINS

❑ **Assasins 190**
(CAT 779 - 1 DISK)
Includes the excellent Gravity Force 2 game which is a must for 2 player combat action.

❑ **Assasins 192**
(CAT 2285 - 1 DISK)
Includes the Fiendish Peg It puzzle game, and the funny Les Dennis Hangman game.

❑ **Assasins 196**
(CAT 2360 - 1 DISK)
Includes a real 3D driving game that literally comes out of the screen. 3D specs are required.

❑ **Assasins 198**
(CAT 1617 - 1 DISK)
Includes one of the best football management games currently avail able on the PD scene.

❑ **Assasins 199**
(CAT 1653 - 1 DISK)
Includes the whacky Popcorn game, and the arcade perfect version of Defender.

❑ **Assasins 201**
(CAT 346 - 1 DISK)
Includes the excellent 3D shooter Hydrozone which is fast, furious and very playable.

❑ **Assasins 205**
(CAT 671 - 1 DISK)
Includes the all time classic plat former looty. It's simlple, but by cracky it's good fun.

❑ **Assasins 206**
Includes a Bart Simpson game, and one of the weirdest Tetris clones ever. But it's good.

MUSIC/DEMO

❑ **Fairlight 242**
(CAT 2781 - 1 DISK)
Contains a very lony video sequence to set to the usual techno type music.

❑ **9 Fingers**
(CAT 383 - 2 DISKS)
An audio visual feast brought to you from Spaceballs. It's popvideo tas tic and no mistake.

❑ **Aluminium**
(CAT 2419 - 1 DISK)
A nice new demo with a nice little ray traced animation.

❑ **Armagedon**
(CAT 182 - 1 DISK)
A hot demo with good design and a good original bit of music.

❑ **Arte**
(CAT 562 - 1 DISK)
A graphical extravaganza of a demo with funky-tronic music.

❑ **Attraction**
(CAT 1243 - 1 DISK)
A great music disk with some lovely thoughtful music.

❑ **Basso Continuo**
(CAT 1059 - 1 DISK)
Ten excellent funky tunes are on here for your listening pleasure.

❑ **Doop Re-mix**
(CAT 337 - 1 DISK)
A good re-mix of that chart topping tune.

❑ **Gastric Ulser**
(CAT 2724 - 1 DISK)
A good collection of some very hard rave tunes. Not for the feint hearted listener.

MUSIC/DEMO

❑ **Gospel Karaoke**
(CAT 10 - 1 DISK)
It sounds unbelievable, but it is true. Karaoke Amiga!

❑ **Jesus On Cheese**
(CAT 1251 - 1 DISK)
A flashy fast paced rave demo which will have you seeing things

❑ **Kaos Theory**
(CAT 1114 - 1 DISK)
It's rave-omatic Amiga time with some seriously hard tunes.

❑ **Piece Of Mind**
(CAT 980 - 1 DISK)
A great 3D extravaganza demo with some very classy music.

❑ **Scoopex 2 Unlimited**
(CAT 2241 - 2 DISKS)
Good old Scoopex supplies 3 very well produced 2 Unlimited mixes.

❑ **Sequencial**
(CAT 547 - 1 DISK)
A roller coaster of a demo.

❑ **For Your Mind**
(CAT 2462 - 1 DISK)
Fast video, fast music, a really moving experience for sure.

❑ **State Of The Art**
(CAT 19 - 1 DISK)
An all time classic demo. Brilliant visuals and a cracking dance tune.

❑ **Star Trek Rave**
(CAT 2390 - 1 DISK)
Is nothing sacred? Apparently not. A silly story with pictures which provide a good laugh

❑ **Techno Tracks 2**
(CAT 1664 - 1 DISK)
Awesome music and some great visuals make this a must.

ALL THE DISKS LISTED ON THIS PAGE ARE COMPATIBLE WITH ALL AMIGA COMPUTERS UNLESS OTHERWISE STATED

USEFUL

❑ **600 Business letters**
(CAT 291 - 1 DISK)
Lots of letters for lots of things.

❑ **Account Master**
(CAT 1817 - 1 DISK)
A good little accounts program to help keep your books.

❑ **Amibase Pro 2**
(CAT 293 - 1 DISK)
Probably the best database program you can get. Very usable indeed.

❑ **Astronomy**
(CAT 2847 - 1 DISK)
Produces very detailed planetary information for astronomers.

❑ **Audio Magic 7**
(CAT 1058 - 1 DISK)
Audio utilities including the very good Quadra Composer, a very professional music sequencer.

❑ **Classic Utilities**
(CAT 1863 - 1 DISK)
A true collection of classics that you really should have.

❑ **Create Adventures**
(CAT 1027 - 1 DISK)
A very vice authoring program.

❑ **Crossword Creator**
(CAT 2161 - 1 DISK)
Takes the strain out for you.

❑ **Crunchers Disk**
(CAT 1227 - 1 DISK)
If disk space is getting tight then this disk is definitely for you.

❑ **D-Copy 3.1**
(CAT 2582 - 1 DISK)
The best disk copier you can get.

❑ **Dynamic Skies**
(CAT 1512 - 1 DISK)
An amazing night sky viewer which is feature packed.

USEFUL

❑ **Easycalc**
(CAT 1042 - 1 DISK)
Simply the best spreadsheet.

❑ **Edword Pro 4**
(CAT 2071 - 1 DISK)
A brilliant text editor which has a very good feel about it

❑ **Forecaster**
(CAT 607 - 1 DISK - NOT 500)
If you're a betting man/woman, this disk could be up your street.

❑ **Grinder**
(CAT 1249 - 1 DISK)
A versatile screen converter.

❑ **Hyperdrive**
(CAT 1116 - 1 DISK)
Creates a protected RAM disk.

❑ **Iscript**
(CAT 2693 - 1 DISK)
A simple easy to use and effective video titling program.

❑ **Mandelmania**
(CAT 820 - 1 DISK - NOT 500)
A very fast fractal generator with fast zoom in and out.

❑ **Mandelplot**
(CAT 90 - 1 DISK)
An excellent shareware fractal generator. Tons of fractal types.

❑ **Magnum**
(CAT 2666 - 1 DISK)
A good disk magazine creator.

❑ **Opti Comms 2**
(CAT 2357 - 1 DISK)
An excellent collection of tools for use with you modem.

❑ **PC Task 2**
(CAT 1281 - 1 DISK)
A working demo of this very good PC emulator program.

USEFUL

❑ **Pools Tools 2**
(CAT 442 - 1 DISK)
A great rich quick program ? Could be Couldn't it.

❑ **PP Mini Crunch**
(CAT 838 - 1 DISK - NOT 500)
A user friendly interface for the excellent Powerpacker. Very nice.

❑ **S-I-R-D-S**
(CAT 2214 - 1 DISK)
Create your very own stereogram pictures and baffle your friends.

❑ **Start Of The Art**
(CAT 2317 - 2 DISKS)
These disks are packed chocker with various graphics programs.

❑ **Starview**
(CAT 1610 - 1 DISK)
A night sky viewer which even marks out the contellations.

❑ **Text Engine 4**
(CAT 1464 - 1 DISK)
The best word processor there is. Very well suited to the Amiga.

❑ **The Money Program**
(CAT 1811 - 1 DISK)
An excellent home money monitor program. Very useful.

❑ **Utlity Disk Maker**
(CAT 2371 - 1 DISK)
Proves very helpful for creating your own disks, serious or not.

❑ **Virus Checker**
(CAT 770 - 1 DISK)
This essential disk always has the very latest version of the premier Amiga virus detector/killer

❑ **X Beat Pro**
(CAT 415 - 1 DISK)
A very friendly music sequencer program. Very good for learners.

ANIMATION

❑ **Animation Studio**
(CAT 2406 - 1 DISK)
A fantastic program to ger you started in animation. Features the onion skin layering technique.

❑ **Boat**
(CAT 933 - 1 DISK)
A very nice animation of a typical english garden scene, with a boat.

❑ **Bonds Last Stand**
(CAT 835 - 1 DISK)
Bond cops it at last, and not before time too.

❑ **Human Cannonball**
(CAT 1599 - 1 DISK)
An amusing story of how not to be a human cannonball.

❑ **Linus**
(CAT 1018 - 1 DISK)
A very original anim with a very good cartoon atmosphere.

❑ **Main Actor**
(CAT 1236 - 2 DISKS - NOT 500)
Top animation editor/player. Allows creation of very high resolution animations e.i. HAM.

❑ **Raging Hormone**
(CAT 2780 - 1 DISK)
Poor old hormone tries to pull a bird. He should know better.

❑ **Raging Hormone 2**
(CAT 2473 - 1 DISK)
That thick hormone just doesn't know when to stop. Very funny.

❑ **Raging Hormone 3**
(CAT 2130 - 1 DISK)
Hormone passes on what he has learnt to his son. What a shame.

❑ **Savings**
(CAT 112 - 1 DISK)
The post office savings advert quite a novel end. Funny.

MISCELLANY

❑ **AMOS Libraries**
(CAT 344 - 1 DISK)
This great disk includes five new command extension libraries for Amos ver 1.3/Amos pro. A must.

❑ **Communicate**
(CAT 279 - 1 DISK)
Learn how to communicate with sign language and many more.

❑ **Octamed Tutor**
(CAT 2456 - 1 DISK)
An excellent guide to getting the most from Octamed or MED.

❑ **Spectrum Emulator**
(CAT 1446 - 1 DISK)
Turn your Amiga into a 48k ZX Spectrum. A fastish Amiga is recommended though.

❑ **Speccy Classics**
(CAT 498 - 1 DISK)
A collection of classic old Spectrum games for use with the above emulator program.

❑ **Speccy Classics 2**
(CAT 1499 - 1 DISK)
More great games for emulator.

❑ **Speccy Classics 3**
(CAT 2993 - 1 DISK)
And yet more corkers.

❑ **The Invisible World**
(CAT 1786 - 1 DISK)
A visual insight into the tiny world of microscopic bugs.

❑ **Ultimate Cheat Disk**
(CAT 2583 - 1 DISK)
Another disk packed to the gills with game tips and cheats.

❑ **Vic 20 Emulator**
(CAT 1087 - 1 DISK)
Turn your Amiga into a VIC 20. Comes with tons of games. Needs a fast Amiga to fully appreciate.

1200 ONLY

A COLLECTION OF DISKS FOR THE AMIGA 1200 COMPUTER

❑ **AGA Diagnostic**
(CAT 1866 - 1 DISK)
Check out your computers health.

❑ **Big Time Sensuality**
(CAT 2215 - 2 DISKS)
An audio visual treat of a demo with stunning graphics and an almost CD quality soundtrack.

❑ **Friday At Eight**
(CAT 2033 - 1 DISK)
A very fast paced demo with a really brilliant music track.

❑ **Full Moon**
(CAT 1740 - 1 DISK)
A brilliant demo with a spooky intro and a good pacey tune.

❑ **Klondike Deluxe**
(CAT 782 - 3 DISKS)
A patience card game with some very beautiful picture cards.

❑ **Love**
(CAT 898 - 2 DISKS)
A lovely new demo. Nuff said.

❑ **Maximum Overdrive**
(CAT 2986 - 2 DISKS)
A very long full motion video demo which lasts ages.

❑ **Megaball AGA**
(CAT 842 - 1 DISK)
The most popular breakout type game gets even nicer. A must.

❑ **Real**
(CAT 2379 - 1 DISK)
Possibly the best AGA demo to date. Totally awesome.

❑ **Relokick 1.4**
(CAT 2918 - 1 DISK)
Brings downward compatibility to your new 1200 to help get some of those old programs working.

THE EASYBASE CATALOGUES

Easybase is a unique PD database program that is exclusively available from us. It is very user friendly and easy to use. It features total on-line access to the mini reviews of all the titles. It also features a unique ordering system which does all of the hard work for you. So forget those boring lists and get something which is actually useful in finding the disks you want.

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This has been a good month for PD. Look, there's bags of variety! That lovely Matt Broughton has read the scrolls...

PENGO
MartinSoft

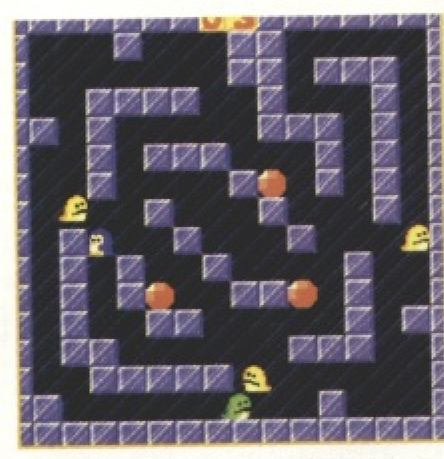
I've received an excellent version of the old classic, *Pengo*, and as much as I'd like to tell you all about it, I'm a bit worried about recommending it to you. The reason for this is that it's only currently available directly from the author, which would be fine if it wasn't for the fact that that means you've got to send £6 to Sweden.

Yes, from across the amber-strewn waters of the Northern Sea comes a copy of the old arcade favourite, where you, as a penguin, have to survive against a whole host of nasty predators in the icy wastes with only a number of movable ice blocks to help you. The rules are simple enough: just shuffle around and compress all the baddies on-screen with the aforementioned cuboids of solidified hydrogen 2 oxygen (my word, you have come on! — Harry).

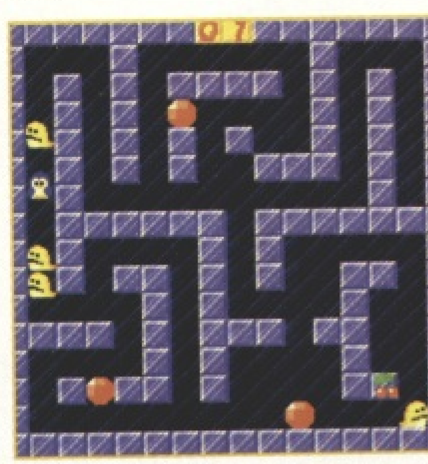
There are on-screen bonuses to collect along the way, with extra points available to anyone able to kill more than one baddie with a single block. I say 'anyone' because one of the best things about this version of *Pengo* is that you can play it as a simultaneous two-player game, with both of you sprinting around trying your best to clear the screen in a *Bubble Bobble*-esque sort of way.

It's all incredibly simple, and I would say 'go out and get it now' but as previously mentioned, that involves sending £6 in an envelope to: Martin Rebas, Gyllenkrooksgatan1, 412 82 Goteborg, Sweden.

I'm personally a bit nervous about doing that, but it's up to you if you want to take the risk rather than wait and see if some English PD library gets hold of it. The choice, as they say, is yours (just don't come crying to me if your £6 gets eaten by the Swedish postal service! And then mashed with butter and black pepper. Yum.



Penguins eh? Take the biscuit, they do...



And the egg sandwich.

OVERALL 88%



ROKETZ
Online PD
(A1200 only)

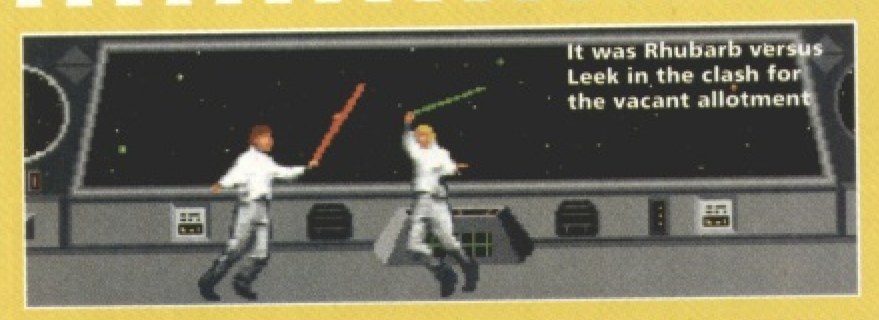
Stop whatever you're doing, grab yourself a jolly good mate and bang *Roketz* right into your dear old Amiga, because it really is about the best two player head-to-head game I've seen since the likes of *Micro Machines*. Not only is it a blimmin' great game, but it's all pre-sented in gorgeous rendered-O-vision, with some interesting little craft and atmospheric backdrops.

It's easiest to describe *Roketz* as a split-screen *Thrust* clone, with a simple theme — kill your opponent. There are a number of levels to play across, varying from small and confined caves to large abandoned theme parks, where each player has a limited number of lives, fuel and weapons with which to bring their opponent crashing to the floor.

The *Thrust* comparison is mostly due to the rotate left, rotate right, fire to thrust control system, but with a much more subtle gravity, *Roketz* allows for a more controlled flight. Various craft and weapons are on offer, with (and I can't let this go unmentioned) the most satisfying

The Lesser Diving Poncewing excretes Parma Violets.





OUTPOST: SOLO ASSAULT
17 Bit Software, Disk 3306

Outpost: Solo Assault, is in fact a bundle of sub-sections taken from a larger strategy game called *The Final Battle* (and not a lot of people know that). It's basically all of the juicy, combat/arcade sections from the aforementioned laddie, slapped one after another for your pleasures; allowing you to partake in asteroid dodging, baddie blasting, and, best of all, light sabre battles, complete with *Star Wars* sampled sounds effects.

The game is presented as a grid map, with you working your way through the various sections to reach enemy bases. It's once you get to these bases that you enter the light sabre battles, where progressively smarter commanders must be defeated to move on to the next section.

Apart from the bases themselves, your journey takes you through asteroid fields, where only accurate laser shooting or slippery eel-like piloting will keep you alive, while a similar tactic must be taken when encountering alien craft. Should your ship take too much damage, your shields will fail, leaving you to watch helplessly as your hull, engines, and general functions gradually fall away. Survive long enough in either the space battles or asteroid fields, and move on to the next chunk in the map. Simple.

The speed is certainly impressive throughout, and with the variety of gameplay, it's certainly a good advert for the full game if nothing else. Of course, I can't leave this review without mentioning the light sabre fight, which is just brilliant. Apart from keeping sad *Star Wars* freaks like myself happy, it's got tons of Barbarian-like moves, not to mention all the hums, crackles and clashes that you'd expect.

Certainly one of the best value for money PD demos about. With a light sabre in it.

OVERALL 85%



homing missiles I've seen in a long while. Each craft has two weapons, fired by either pushing forward or pulling back, while the equip screen allows players to choose the type of engine and shields for their craft, along with a few lovely extra toys for good measure.

Once you've got your craft and scenario sorted out, it's all just brilliantly simple fun, as you hurtle around the landscape trying to murder your mate. Having played this for ages with Harry, I think it's fair to say that the most fun is to be found firing homing missiles at your opponent and then sitting back and watching as they desperately try to out manoeuvre the deadly git!

Roketz isn't quite such a revolutionary game when played as a one-player game, mainly because any hardened warrior will find the computer a push-over. But there are a ton of statistics that accumulate as you play, enabling you to build up a rating and high score. (It's also very satisfying to be able to tell Harry that he's lost seventy percent of his lives crashing into walls, backed up by irrefutable scientific data!)

A extremely attractive game, that makes an excellent frustration-buster. Not to be missed!

OVERALL 92%



AND THE MONEY GOES HERE!

● **Augenblick Designs, 334 Marton Road, Longlands, Middlesbrough, Cleveland TS4 2NU Tel: 01642 235465**

● **Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX Tel: 01704 834335 (three free catalogue disks with any purchase!)**

● **17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH Tel: 0924 366982**

● **Cynostic, Office 01, New Enterprise Centre, Little Heath Ind. Estate, Old Church Road, Coventry CV6 7NB Tel: 0203 681687**

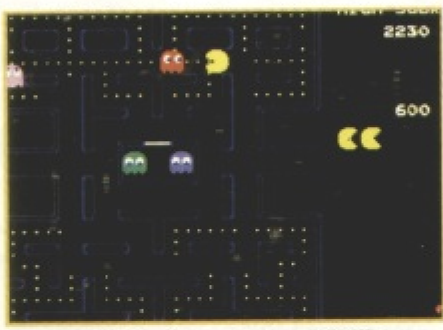
CLASSIC PUCMAN

Augenblick Design, £6.50

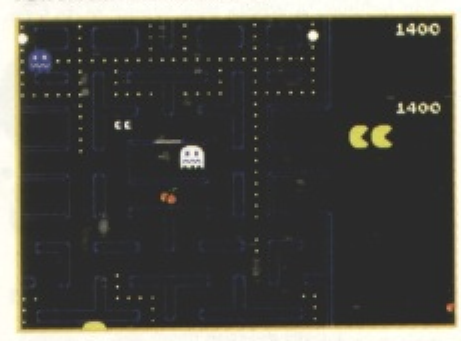
For the past couple of months I've been in contact with a man on a mission. Though some may see this particular quest as a waste of time, to sad oldies like myself and the aforementioned gent, producing a quality arcade conversion of *Pacman* is a worthy cause indeed. And so it is that I find myself presented with what can only be described as a 'damn-fine-near-perfect' conversion of the famous yellow dot-eating daddio.

Classic Pucman is, without a doubt, the closest conversion I've been fortunate enough to see on the hallowed pages of 'PD Zone'. Many have tried, but none have been so dedicated as the Augenblick Design team, who went to such lengths as chasing down and buying original arcade machines just so they could get everything spot on. From the title screens to the sound effects, to the tunes and the between level 'cut scenes', *Classic Pucman* really has got its act together.

Of course, while for a saddo like myself (who admits to not only having owned the *How to win at Pacman book*, but to also having learned the first ten levels pretty much off-by-heart) this is like some old friend who's come round for a chat about the good old days, 'kids these days (mumble mumble, dribble dribble) perhaps don't realise what a classic this really is and will no doubt be wondering how to pull-off special moves'. Fortunately, Augenblick (which means 'moment', German fans) have also included a variation in the package called *Pucman Plus*.



Do you think these look a bit like American Hard Gums?



No, neither do I.

Pucman Plus (10 out of 10 for repetition — Harry.) is basically the same as the *Classic* version, only with some weird and wonderful (and another 10 points for gratuitous use of the cliche! — H.) pick-ups that do anything from turning all of the ghosts into Pucmen for a limited time, to speeding you up, to awarding extra lives etc. This is a nice diversion, and worth playing just to find out what silly power-ups the writers have included.

Ultimately, *Classic Pucman* is probably going to appeal to the nostalgia fans out there more than the general punter, just because when you look at the games people have become used to, the *Pacman* concept is a simple and repetitive one. I'd certainly like a copy of this in my collection, but then again I'm a sad old bugger. What about you?

OVERALL 84%

ARTHUR: QUEST FOR EXCALIBUR

Cynostic, Disk G0255

A few months back I slagged off a PD graphic adventure (of the static picture/text style) saying that if you're going to put a game together, at least have the decency to think up a decent story. Well I don't know if it's a coincidence, but someone's put their hand well and truly 'up my bottom' with what has to be one of the best adventures I've seen since the days of *The Hobbit*.

In *Arthur: Quest for Excalibur*, you, not surprisingly, play the part of Arthur, who is on a, er... well, quest for Excalibur. Basically, Merlin has said that before you can draw the mystic sword from the stone, you must first prove your worthiness by completing a set number of tasks. This leads to the normal roaming through strange villages, fighting strange beasts, meeting strange people, and lots of other things with the prefix 'strange' (like your face, perhaps? — Andy.).

The game has a refreshingly decent vocabulary, and to its credit it's fairly helpful should you fail to be clear enough for it to understand at any point (eloquently put, Matt — Andy.). The graphics draw themselves very quickly, and the puzzles are both logical and involving.

Another thing worth pointing out, is that the adventure is neither linear nor obvious. As soon as you move away from your starting location you're faced with a number of routes, all of which can be travelled in any order; which means you can complete the puzzles in any order you wish.

Anyone who has tried to program an adventure game (and even I tried to write one with my dad once!) will know that the genius lies in keeping things interesting from event to event, and Arthur does this admirably. There's a good mixture of logic, death, talking, and best of all magic, to keep things moving along. Arthur is extremely user-friendly, and should you die, Merlin offers you the chance to start again from just before your untimely departure. He'll also allow you to ask questions about specific puzzles encountered, which, though not readily available enough to be abused, does allow you to get that bit further.

I've got no real negative comments to make about Arthur, as it accomplishes everything it sets out to do. A must for any old adventure fans (and if you've got a Spectrum, you can have a copy of my *Winnie The Pooh* adventure too!)



The Bonko Magic Beard-o-trim. Hews right through scraggy old wizards' beards, or your money back.

OVERALL 89%



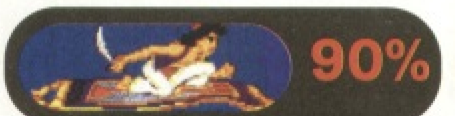
RECOMMENDED



Aladdin

Publisher: Virgin
Issue Reviewed: November 1994

Amazing animation and gorgeous graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

Alien Breed 2

Publisher: Team 17
Issue Reviewed: December 1993

Team 17 returns to familiar territory with this, the sequel to the game that first established the company as one of Britain's leading Amiga developers. It's more of the same but, bigger, busier and blastier. Some have complained that it's too easy, though...

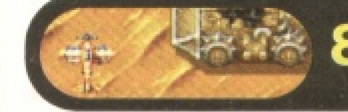


91%

Banshee

Publisher: Core
Issue Reviewed: July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come. It"s great fun, basically.



89%

Body Blows Galactic

Publisher: Team 17
Issue Reviewed: December 1993

Yet another sequel which does for street fightin' what Alien Breed did for bug huntin'. Body Blows Galactic is the beat-'em-up business' boasting far smoother animations, animated backgrounds and enhanced sound effects. Wow!

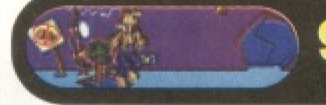
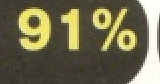


87%

Bubba 'n' Stix

Publisher: Core
Issue Reviewed: January 1994

More platformular near-perfection from Core with this well designed and beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.

91%

Bump 'n' Burn

Publisher: Grandslam
Issue Reviewed: June 1994

It's 3-D racing time as this Super Mario Kart-with-knobs on screeches onto your Amiga. TT Racing in a cartoon styley, plus some bad weapons make this game a must for all those who thought that all Scalextric ever lacked was a nice bit of mindless violence.

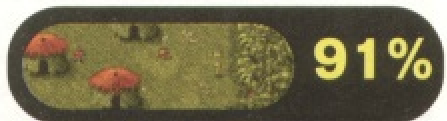


90%

Cannon Fodder

Publisher: Virgin
Issue Reviewed: December 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved if you're going to make it to the end.



91%

The Clue

Publisher: Black Legend
Issue Reviewed: September 1994

Become London's next Mr Big without ever leaving your bedroom! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth' and keep out of the Scrubbs.

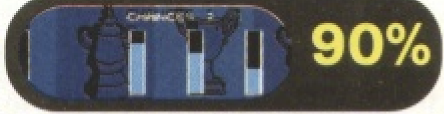


88%

Club Football

Publisher: Imagine
Issue Reviewed: October 1994

Become Big Ron and buy some decent players under 30. Beam-down to the Blackburn dressing room and 'borrow' Mr Shearer. Shore up the Spurs defence with a very big wall. Yes it's the best management sim since On The Ball. Last month.

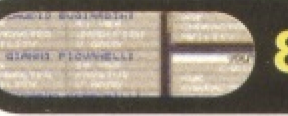


90%

Ch. Manager Italia

Publisher: Intelek
Issue Reviewed: March 1994

Footy management spaghetti style, you get to control all those clubs with funny names. With its pochetta friendly price and molto improved–o running speed, this game brings you all the passion of Italian football without the girly on-field play-acting!



89%

Elfmania

Publisher: Renegade
Issue Reviewed: June 1994

Kombat comes to the Elf-Kingdom and gets its teeth kicked in by a girl with pointy-ears! Elfmania makes other beat-'em-ups on the Amiga look pretty crappy and the introduction of strategy is truly inspired. We were completely gob-smacked! By some Fairies!



91%

F1

Publisher: Domark
Issue Reviewed: February 1994

From the Frenchmen who brought you Vroom! comes this, the official F1 licence. Actually, it's Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est encroyable! Non, vraiment!



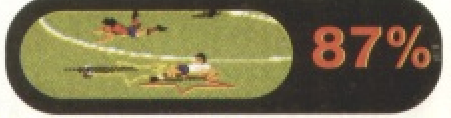
90%

FIFA Int. Soccer

NEW

Publisher: Electronic Arts
Issue Reviewed: October 1994

FIFA's here at last and it's bloody great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag. Trevor.

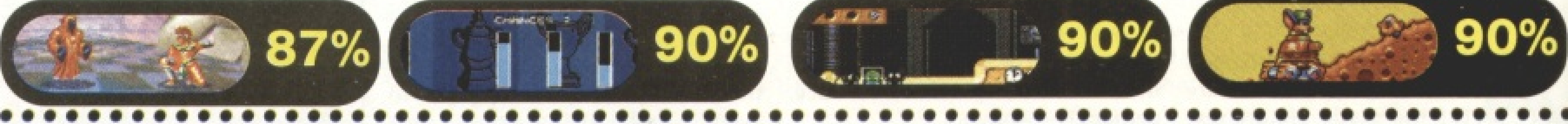


87%

Fury of the Furries

Publisher: Mindscape
Issue Reviewed: January 1994

A vexation of voles? Riles of rabbits? A pique of pine-martins? A seethe of stoats? A bristle of badgers? A miff of marmosets? No, not really, just a great platform/puzzler featuring some small furry animals. It's addictive, it's fun and it'll test your reflexes.



90%

Genesia

Publisher: Team 17
Issue Reviewed: December 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your civilisation grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants



88%

Guardian

NEW

Publisher: Acid Software
Issue Reviewed: November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game that CD owners have been waiting for, and an absolute joy to play. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.

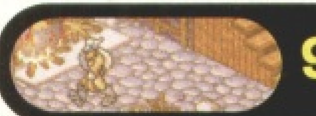


88%

Heimdall 2

Publisher: Team 17
Issue Reviewed: December 1993

Heimdall 2 is the best of its kind. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, (but probably with a 'k') and added love interest in the shape of the saucy Ursula to keep you on Loki's tail.



90%

Ishar 3

Publisher: Daze
Issue Reviewed: September 1994

Ishar's back and this time c'est trois! Wohratax the black dragon is created Lord of Sith by the Powers of Chaos for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel with les knobs enorme, er... sur.



87%

James Pond 3

Publisher: Millennium
Issue Reviewed: June 1994

The third Pond platformer is huge. And bloody fast. In operation Starfi5h Pond weighs in with a leaner meaner Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

K240

Publisher: Gremlin
Issue Reviewed: May 1994

Populous with asteroids, that's what this is. Begin on your base asteroid, then explore space to find some more. Colonise them. Exploit them. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%



It's different, it's exciting, it's packed with the best in Amiga games entertainment, and it's quite a bit smaller as well! Yes, from this month you can buy new improved Recommended with our unique Fewer Pages Formula. New Recommended with added FPF. Exactly the same only, er, few.

Kid Chaos

Publisher: Ocean
Issue Reviewed: August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a hungry T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.

On the Ball

Publisher: Daze
Issue Reviewed: September 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.

Second Samurai

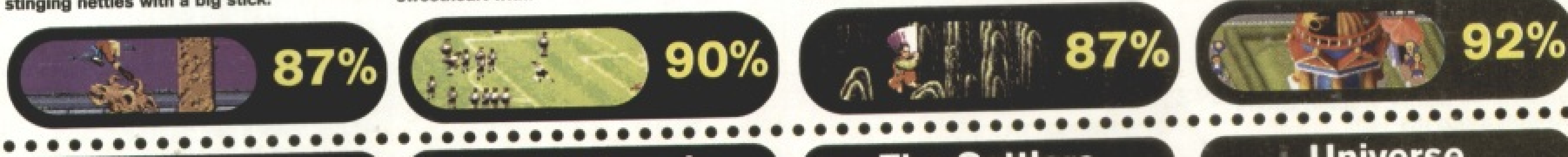
Publisher: Psygnosis
Issue Reviewed: December 1993

Hmmm, looks a bit similar to First Samurai this, but actually it's a far better game. The hero is slightly less lithe, but still wields a mean, ah, samurai, and the tighter level design coupled with less oblique puzzles make for more entertainment. Banzai!

Theme Park

Publisher: EA
Issue Reviewed: October 1994

Longleat schmongleat. Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



Liberation: Cap. 2

Publisher: Mindscape
Issue Reviewed: December 1993

A brilliant, atmospheric RPG with one of the sexiest intros ever! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone bonkers.

Out to Lunch

Publisher: Mindscape
Issue Reviewed: July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations (er, apart from Switzerland) to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!

The Settlers

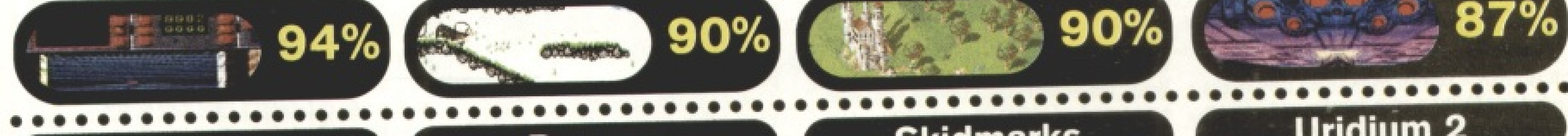
Publisher: Blue Byte
Issue Reviewed: December 1993

Your typical god game, but this time with tiny wee folk. Cute. A medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.

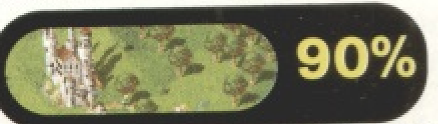
Universe

Publisher: Core
Issue Reviewed: September 1993

Universe has more puzzles than a gargantuan helping of enigma pie, and more changes of pace than Mr Said Aouita. It's got bags of hot arcade action too, so if you like all three then you'd best stop reading this tosh and go out and buy it, hadn't you?









Mega Motion

Publisher: Black Legend
Issue Reviewed: April 1994

Simple concept, but brain-taxing puzzles that reminded us a bit of Boulderdash without being derivative. Only available as part of a twin-pack with Statix, which we rated at a 'not-quite-good-enough-for-Recommended-but-still-pretty-fab' 84%. Stonking value!

Puggsy

Publisher: Psygnosis
Issue Reviewed: March 1994

On the surface Puggsy looks like a slow platformer with not much going on — which it isn't. Experiment, if you will, with the Total Object Interaction and you'll discover a beautifully animated arcade adventure, with fan-tastic graphics and sound. All right?

Skidmarks

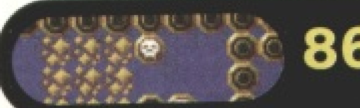
Publisher: Acid Software
Issue Reviewed: January 1994

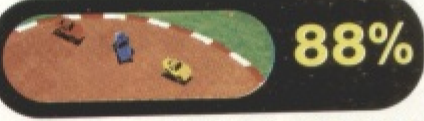
Superb racer in yer isometric perspective, this game is only a duffer if you play alone. You see, the computer cars are all crap. Skidmarks eh? I'm surprised I've managed to get this far without making a 'pants' joke. But then I'm feeling a bit browned off...

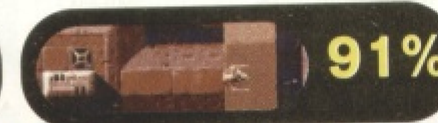
Uridium 2

Publisher: Renegade
Issue Reviewed: November 1993

Souped-up C64 action with 32 colours, 50 frames per second, multi-way scrolling, power-ups and a dreadful case of hyperbole. For die-hard blasting fans Uridium 2 is a dream come true, for the rest its a silly made up name and the second arabic numeral.





Microcosm

Publisher: Psygnosis
Issue Reviewed: January 1994

OK, so this CD32-only game is little more than a 3-D shoot-'em-up in the Space Harrier mould, but it's still about as good as you can imagine. Without drugs. Lacking a little variety perhaps, but Microcosm plays well enough to keep your joypad-thumb sore.

Putty Squad

Publisher: System 3
Issue Reviewed: August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long lasting platform fun for all the family.

Simon the Sorcerer

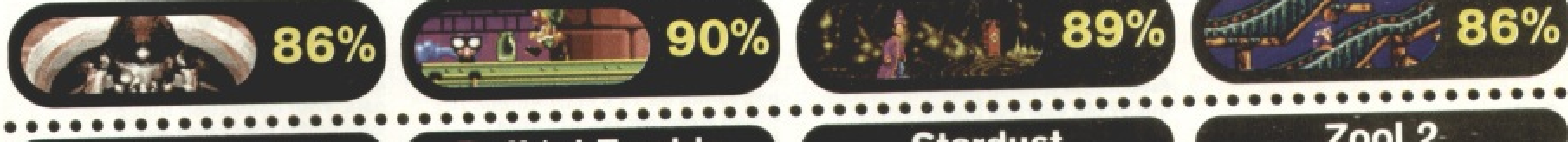
Publisher: AdventureSoft
Issue Reviewed: February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.

Wiz 'n' Liz

Publisher: Psygnosis
Issue Reviewed: November 1993

Another game that's so much better with two, this okay-ish cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.





Mortal Kombat

Publisher: Virgin
Issue Reviewed: December 1993

Arguably the most accurate coin-op conversion ever. Everything from the original arcade version is here: the graphics, the gameplay and the gore. Until Elfmania, this was the best of its kind on the Amiga, and it still takes some beating! (Ha, Ha).

Ruff 'n' Tumble

Publisher: Renegade
Issue Reviewed: August 1994

The best game ever with 'n' in the title? Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.

Stardust

Publisher: Bloodhouse
Issue Reviewed: December 1993

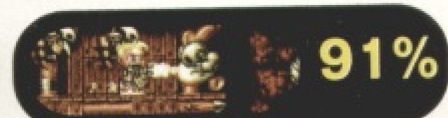
An unbelievable bargain, Stardust is the ultimate Asteroids clone. The graphics have to be seen to be believed. And when you do see them, you won't. Believe them. Even though they are. There. The tunnel sequences for example. Pheweee!

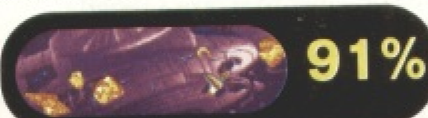
Zool 2

Publisher: Gremlin
Issue Reviewed: January 1994

Another sequel. More of the same, and yet more betterer at the same time. Zool's got more character, he's better animated and a lot less frustrating to control. And Zool's got Zooz too. That's his girlf. Not more than one collection of caged wild animals.











NEXT MONTH YOUR STARS

WITH PIERCE DEARS

Capricorn
23 December — 20 January

Your chart looks a bit lemony at this time of year, and so don't be surprised if a new range of cosmetics tempts you, particularly as your ruling planet, Jupiter, enters its dotage on the 14th. *Rise of The Robots* enjoys an extensive probing by someone Welsh. Romantically you are linked to the fortunes of the city of Lyon, which makes you fondant and yet vulnerable at the same time. At work, a colleague pretends to be Susan George, but you refuse to get involved. On the 17th (a Tuesday) a loyal friend accidentally discovers the elixir of youth. *Lucky shoe-polish*: Kiwi Light Tan.

Aquarius
21 January — 19 February

A wartime bomb makes an unexpected appearance at a family gathering just after Epiphany, but you make short work of the fuse with your nail clippers. Financially, the position of the constellation of Orion close to your meridian indicates the arrival of the bailiffs. A royal blue hydrangea that has been annoying you for ages will go away at last. Your preference for manilla envelopes places a distant relative in jeopardy. Matt pulls off the first *full* review of *SWOS*. *Lucky Pig*: Huxley.

Pisces
20 February — 20 March

You must be careful not to wear purple socks until the Breadknife reaches its azimuth on the 15th. A show of affection for a small dog is drastically misinterpreted by your partner, but your ability to stand the truth on its head sees you through. You will be unable to park the car at Safeway's until a handsome Spaniard sells you shares in a Siberian Mink farm. At work, paper clips take on extraordinary significance, as your ruling planet, Saturn, wobbles rather unconvincingly. *The One* paws all over *The Lion King*. Again. *Lucky little-known resting place of An English monarch*: King Harold's tomb at Waltham Abbey.

Aries
21 March — 20 April

The low keening noise that has been keeping you awake at night turns out to be nothing more sinister than Nana soaping Miguel, her Costa-Rican love bird. An opportunity to acquire cut-price stationery will present itself on or about the 20th, and those born on the cusp should take particular care not to over-order. The hangy-off mole on your partner's back is diagnosed as a malignant tumour. A close friend chooses the wrong moment to recite Sir Walter Scott's epic *Lochinvar* at a Rave, but your quick thinking prevents a messy lynching. Andy will be reviewing *Pinball Illusions*. *Lucky mammal*: The minky whale.

Taurus
21 April — 21 May

Oh dear. It's decision time for all bulls, as your ruling planet, Uranus, spins out of orbit and crashes spectacularly into the sun. The cosmic forces which this catastrophe unleashes unsettles the delicate balance of the earth's crust, and the resulting tidal wave plucks a treasured pet from your bosom and hurls it, yammering pathetically, into the night. *Mr Blobby*. A bus ticket which you discarded years ago turns out to have been worth a small fortune and your partner, overcome by your carelessness, threatens suicide. A 'Take That' ring-binder inspires you to learn Yiddish. *Lucky Garden Implement*: The dibber.

Gemini
22 May — 21 June

You two-timing git. Your ruling planet Mercury, though great in a thermometer, is highly poisonous to drink. It's a good time to take holy orders, as the conjunction of two unlikely sentences later in the month leads to the offer of a place at a seminary. At home the cutlery drawer continues to stick. A money-making scheme, designed to raise the cash to send your parents on a much needed camping holiday to Anglesey, may or may not work. *Chaos Engine 2* gets WiPed by the UK's second least popular Amiga mag. Incredibly, it's a favourable time to pick the staples out of old exercise books: *Lucky despot*: Dr. Hastings Banda.

Cancer
22 June — 23 July

Your family is unimportant, your partner is a Nazi and you are a shallow loser. Luckily, the milkman, whom you have secretly fancied for ages, turns out to have been pulling the coconut fibres from your doormat in order to weave a slightly scratchy web of deceit. He agrees to lend it to you in return for a go on your mountain-bike; and ignoring the inevitable skin rash you use it successfully to dupe a troop of over-enthusiastic sea-scouts into running up your yard-arm. An expensive ink-rubber will prove disappointingly ineffective. *Lucky membrane*: The Tympanum.

Leo
24 July — 23 August

Your idiot good-nature is tested when a Teddy Bear's Picnic is disrupted by an attack of killer bees. A favourite lip-salve comes to the rescue during a tense moment in an icy bus shelter. If the 29th is your birthday you will tell your friends that you have seen Rigel quivering 'like a fairy campfire' in the heavens. They will consider beating the living crap out of you, but decide, after heated discussion, that you are, quite properly, blind drunk. Later, an examination certificate is appallingly framed. Your propensity for the extravagant use of Post-it-Notes is condemned by the UN, but the intervention of Sir Richard Hannay saves the day. *Lucky Object D'Art:* Rodin's The Thinker.

Virgo
24 August — 23 September

Virgos are renowned for their ability to adapt to any situation, and a freak outbreak of cholera puts you in an ideal position to show off newly-acquired water-purification skills. Later on, a low beam causes you to duck, not grouse. Your intimate knowledge of Piracy in the Caribbean during the 17th Century could prove advantageous, as just after Martinmas, a close relative suffers a near-fatal heart attack just before appearing on TV's Mastermind. A Green Woodpecker, or Yaffle, becomes a frequent visitor to your bird-table, with amusing consequences for the titmice. Be sure to keep any card indexes in the correct order, as the future happiness of an appalling friend may depend on it. *Lucky Menu*: prawn cocktail, steak and chips; Black Forest gateaux.

Libra
24 September — 23 October

Your ability to balance contrary opinions comes in handy when King Fahd of Saudi Arabia makes a £10 million bid for the brilliant but erratic Villa keeper Mark Bosnich. A beautiful child offers to foster any troublesome household insects, but cautious Librans will find it almost impossible to contemplate anything vaguely entomological until after the 2nd when the moon will shine down on Broadway. *Dream Web* is ready for Matt to review. A long lost biro returns and claims, in writing, to have invented a sixth vowel. Tragically, your partner is morally corrupted by an advertising campaign for instant coffee. *Lucky Public Execution*: Bishop Fisher.

Scorpio
24 October — 22 November

There is a nice aspect to Pluto, but as a Scorpio you'll hate it. Later this month you will be lucky enough to destroy a Corby Trouser Press. If you work hard until Advent, your facility with the cruel put-down may land you a top job with one of the newly-privatised water companies of England and Wales. At home, a golden opportunity to crimp the edges of a blackberry pie is ruined when a family member notices a tell-tale thread of asbestos trailing from a broken thumbnail. On Monday, an endangered species will call round unexpectedly while you are out tobogganing, leaving you a heart-rending note, begging for cash. Your love of drawing pins lands you a once in a lifetime date with pop pin-up Michael Stipe. *Lucky Architect*: Sir Roy Strong.

Sagittarius
23 November — 22 December

Romantically it's time for you to decide who's really in the saddle, you or your pony. A shark-skin portmanteau may help you make up your mind. *Marvin's Marvellous Adventure* will be in. Us. An argument about the length of one of the tributaries of the Indus valley leads to an embarrassing contretemps at a charity swimming gala. Your conviction that organic vegetables cost more, but taste better, is challenged by the Scottish FA which insists that intensive farming will eventually produce a player more comfortable on the potato. By the end of the month, your cold-sore will cover two-thirds of Herefordshire. *Lucky anabolic steroid*: Anchrysphetemenol.